COMPUTER AND CVG VIDEO GAMES

FREE!
THE WORLD'S ONLY HAND-HELD MAG

IN THIS ISSUE :
TOP GEAR! TAZ DEVIL!
JAGUAR! OFF ROAD!
RUSHING BEAT!
BIG CONSOLE GAMES GALORE!

ISSUE 127 JUNE 1992

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TERMINATOR! SCOOP SEGA EXCLUSIVE!

FREE PULL-OUT!!

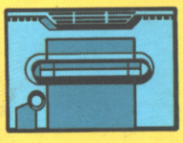
SEGA

NINTENDO

AMIGA/PC/ST

PC ENGINE

NEO GEO



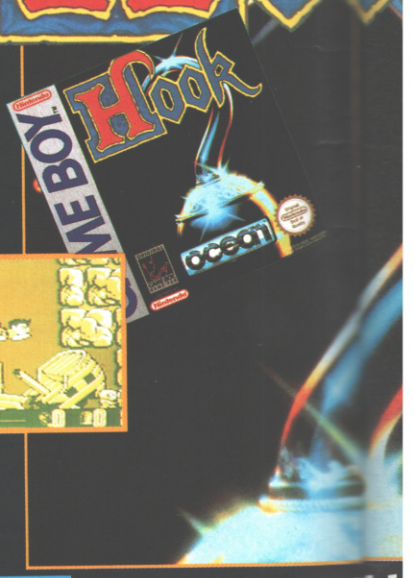
FREE! BIGGEST POSTER EVER!

ARCADE FUN AND SI
EXPLODES

Do you have what it takes to beat the beastly Wally Walrus and rescue Tiki's friends from becoming Kiwi stew?

Ninte

Hoo



HE'S BACK... to protect the innocent. This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever!

GAME BOY

PETER PAN h
grown up, far a
NEVERLAND, b
enemy CAPTA
has not forgo
schemes hs

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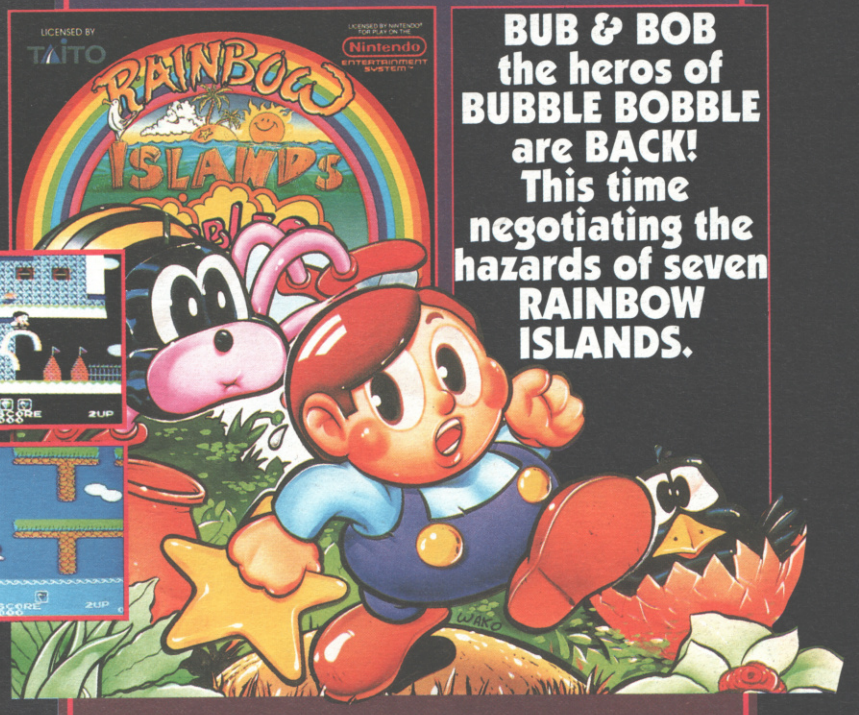
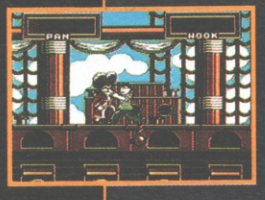


BUB & BOB the heros of BUBBLE BOBBLE are BACK! This time negotiating the hazards of seven RAINBOW ISLANDS.



NINTENDO ENTERTAINMENT SYSTEM™

THEY'VE GOT THE GOOKIEST FRIENDS AROUND!

But watch out for Tully Alford - he plays mean. Tully is the treacherous family lawyer intent on stealing the family fortune, and has a host of dirty tricks up his sleeve. Solve the puzzles, follow the clues and you might just save the Addams Family so they can... Live like they wanna live!

l has now r away from but his old AIN HOOK gotten and s revenge.

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IN THIS ISSUE!

TERMINATOR! ALL-SEGA WORLD EXCLUSIVE!!

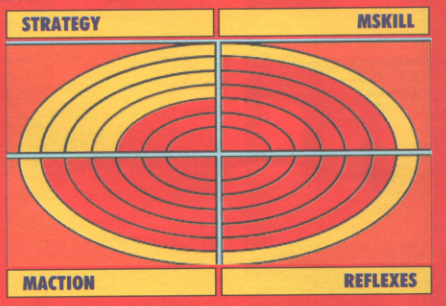
TOUCHDOWN! CVG scoops the Universe yet again to bring you Exclusive reviews of the fab Megadrive and even better Master System games! How do we do it, eh? It's simple - while other sad mags shamble about we just grab all the great games because that's what we're best at after all!

FREE! INCREDIBLE STREETFIGHTER '92 PULLOUT GUIDE!

The goodies just go on and on! Not content with making this the greatest magazine you've ever seen, we've gone and thrown in then ultimate guide to the ultimate arcade game - Streetfighter Champion Edition! This is the game you've been begging us to tell you about - so here it is!

NEW REVIEW RATINGS

Bingo! *CVG scores top marks yet again with an all-new reviews system which gives you EIGHT scoring marks for each and every game! On top of Graphics, Sound, Gameplay and Value you'll also find Strategy, Skill, Reaction and Reflexes put to the test. Basically, the more colour you see on the chart the better the game is - it's as simple as that! So now you'll know EVERYTHING about the games we benchtest, because CVG scores top marks yet again!*



GRAPHICS	%	99
SOUND	%	99
GAMEPLAY	%	99
VALUE	%	99

OVERALL 99

SUPER NINTENDO - FULL OFFICIAL REVIEW GUIDE!

YES! No sooner does the Official UK Super Nintendo touch down in Britain than we bring you Reviews of EVERY official game released so far! When it comes to games there's just one place to be - the one and only CVG!

FREE! BIGGEST POSTER EVER!

INCREDIBLE! Not only does CVG bring you all the greatest games, we throw in the biggest poster you've ever clapped eyes on - and it's completely free! Your bedroom wall will never look the same again when you stick up this monster! Are we good to you or what? Well, this will blow your socks off - we've also thrown another free poster of Gary Ward's brill Arnie cover into the bargain!

HOTSHOT GAMES PREVIEWED!

YOWZA! CVG grabs all the latest and greatest games for the full Preview treatment courtesy of our brand new Hotshot pages. If you want to know what's really Hot, then this is the place to be - but you'll need reinforced Y-fronts to stand the excitement!

FREE! THE WORLD'S ONLY HAND-HELD MAGAZINE!

It's the world's only hand-held mag and it's free in CVG! Everything you could posibly want to know about hand-helds, and right here in the galaxy's greatest games mag! Just remember, when sad shufflers try to charge you cash you don't pay a penny with CVG - because we're the greatest after all! Accept no imitations.

REVIEWS! REVIEWS!

There's nothing like it anywhere - CVG pulls all the greatest games apart to tell YOU what's hot and what's not with our incredible brand new Reviews system! Basically, it's all you could possibly want to know about games - and it's right here in the greatest games mag of them all!

MORE! MORE! MORE!

This issue is so chock-a-block full of stuff we're fast running out of space to tell you all about it - so turn to the Contents Page for every scratch and sniff on everything taking place in this issue! Have you wet yourself yet? What's wrong with you?

CVG CONTENTS

10 - NEWS
Has Sega joined forces with Nintendo? Has Commodore found a way of flogging CD ROM units to people who don't need them? Is the moon made out of toffee? If you really want to know, don't bother looking in our News pages - we take the Computer and Video Games business so seriously we can afford to have a laugh now and again, and again, and again...

20 - TERMINATOR - WE SCOOP THE LOT!
CVG goes Terminator kerrazzy this month! Not only does our Arnie grace the cover of the best mag in the universe, there's a whopping FOUR PAGES given over to EXCLUSIVE reviews of the game of the original Terminator movie on Megadrive AND Master System!

40 - YOB'S MAILBAG
He's had the threats. He's had the gossip. He's even had the lawsuits. But nothing - NOTHING - stops the man YOB from performing his monthly duty of pouring scorn and disdain upon those brave (or foolish) enough to write to him. Don't laugh - it could be YOUR turn this time!

55 - CHEAT MODE - FROM THE KARAOKE KING!
When he's not performing such sizzling numbers as Suspicious Minds, Burning Love and Wonder Of You in front of screaming girls, Easington's answer to Elvis is putting together the hottest cheats around into a compact, multi-page extravaganza for his most loyal fans - you! Mind you, he has a good old whinge about it first...

74 - RAD RETURNS!
He's back! Mean Machines' very own living detergent, Mr Radion Automatic, dazzles the CVG crew with his bluey-white wit and fat-digesting cartoon skills. We kid you not, Rad's comic excellence could wipe out the most stubborn stains at 40 degrees - and often does!

64 - OFFICIAL UK HIGH SCORES
She's lean. She's mean. She's Sadie and she's rather keen - on dragging only the hottest high scorers into the Official UK High Scores chart! Reckon your best is better than the rest? Send those scores and let Sadie decide because this is the ONLY place to be!

19 - ANNE BOLEYN'S FOR THE CHOP HOTLINES
Unfortunately, due to medical reasons beyond our control, Ms Boleyn is unable to appear in this issue's Hotlines. Apparently she's got a splitting headache. We do know, however, that she was looking forward to the chance of winning a Megadrive, Super Nintendo, PC Engine or Game Boy. In fact, she was becoming a right pain in the neck. We told her, "Don't lose your head, luv."

78 - ARCADE ACTION
Mr Arcade himself, the one and only Jaz Rignall, struts his stuff down to Mr Spanky's Arcade Emporium and discovers Total Carnage - the amazing coin-op sequel to Smash TV! Does he fret? Does he worry? Does he cack his pants and run for it? Oh no! He brings you all the news - and first as usual! What a boy!

MEGADRIVE

20 - TERMINATOR
Stop the terrible T-800 in its tracks in the game that you've been longing to play for eight years! Has it been worth the wait? You bet - and we've got the EXCLUSIVE Review on Megadrive AND Master System! Woo!

28 - SUPER OFF-ROAD
Jump into a turbocharged truck and race your guts out across some of the toughest courses ever devised in Accolade's hot coin-op convert!

62 - MARIO LEMIEUX ICE HOCKEY
No, not a plumber from Brooklyn, but one of the most famous Ice Hockey stars ever! Does Mario meet the standard set by EA's own pucking great hockey sim?

72 - TOKI
Go completely ape in this Megadrive conversion of the coin-op that had you up to all sorts of monkey business - it'll make you go bananas!

76 - RUSHING BEAT
The title says it all! Rush about and beat people up in a game that owes more than a couple of quid to Capcom's Streetfighter coin-op. Here we go with another EXCLUSIVE Review!

90 - OLYMPIC GOLD
US Gold grab the medals and CVG grabs the EXCLUSIVE Preview to one of the biggest tie-ins ever - the 1992 Barcelona Olympic Games!

90 - WORLD CLASS LEADERBOARD
US Gold tee off with the Megadrive conversion of their award-winning golf game and we grab it for EXCLUSIVE preview! Yahoo!

STOP PRESS !!

Just as GO! was going to press we had to drop the compo featured on the cover! Apolgies for that, but rest assured we'll have a monstrous compo next month to make up! This had nothing to do with Atari, and is just one of those things. Sorry!

AMIGA

36 - FIRE AND ICE
Graftgold are back with a vengeance! The creators of the amazing Rainbow Islands conversion team up with Renegade to bring this ace slice of think 'n' thrust action! Check it out now!

70 - JAGUAR XJ220
Core Design, they of the superb Thunderhawk and Heimdall, bring the world's fastest production car to Amiga screens. Burn rubber in the brand-new Jaguar XJ220!

MASTER SYSTEM

22 - THE TERMINATOR
YES! Not only have we scooped the game on Megadrive, we've got the Master System EXCLUSIVE as well! Blow holes out of big Arnie in Virgin's conversion of the best science fiction movie of the Eighties. You'll be shouting 'Uzi Nine Millimetre' for weeks!

NES

24 - MICRO MACHINES
You've seen your little brother play with the toys; now you can play the video game! Relive your childhood and go 'Brum brum' with this cracking car game!

SUPER NINTENDO

16 SUPER MARIO WORLD
16 F-ZERO
16 SUPER TENNIS
17 SUPER R-TYPE
17 SUPER SOCCER
That's right folks, EVERY official UK Super Nintendo release is re-reviewed by CVG on these very pages! Light years ahead as usual, we touch down with yet another winner!

26 - TOP RACER
It may say Kemco on the box, but the creators of this cracking arcade racer are none other than our very own Sheffield lads, Gremlin! And they've done the SNES proud, so CVG sweeps in for yet another EXCLUSIVE review!

35 - RAMNA
Everyone's trying to flog their own Streetfighter clones before the real things bursts onto the scene! Will this effort steal any of Capcom's thunder? Find out in yet another CVG Scoop!

39 - PITFIGHTER
Beat up baddies with fists, feet, chairs and even motorbikes - actually, don't bother - Pitfighter is one of the worst games ever to soil a SNES cart slot. It's the pits!

68 - PGA TOUR GOLF
It caused a storm on Megadrive and Amiga - now EA have given their critically acclaimed golf sim the Super Nintendo treatment!

90 - SWIV
One of the greatest 16-BIT shooters ever makes its way onto the Super Nintendo and here we are with the EXCLUSIVE Preview! How do we do it?

EDITOR
TIM BOONE

My best day ever was when I got to drive a Scorpion tank around the moutains in Central America as a guest of the Army - and nearly drove the thing off a cliff and killed us all! We went down jungle trails, forded rivers, visited hideaway temples and I nearly died with exhaustion. What a laugh!

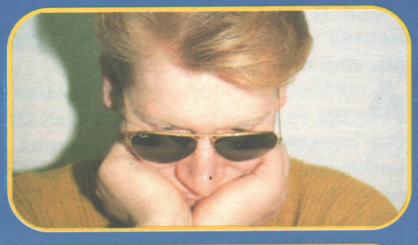
DEPUTY EDITOR
FRANK O'CONNOR

I got invited to this totally brilliant watersports day organised by US Gold and had the time of my life water skiing, canoeing (which I won), jet skiing, getting towed around the lake on a giant inflatable with the rest of the CVG lads and surviving to brag about it until everybody else dies of boredom...

ART EDITOR
JON BILLINGTON

It was my birthday a few years ago when I was sharing a house with six people and I thought they had all forgotten it. I went around in one of my famous strops before they chucked this huge surprise party and I got tons or presents and snogs off all the girls. Hurrah!

STAFF WRITER
PAUL RAND



My best day ever was probably the day before I was born. Then it all started to go horribly wrong and the only good thing that's happened since was getting though to the Second Round of the London Karaoke Contest...

DESIGNER
JENNY ABROOK

I probably haven't had a best day ever yet, but it'll probably come while you lot are reading this and I'm sitting at home with my feet up looking through this mega mag we've all just created and feeling well chuffed because we did it and I'm still alive - just!

MANAGING EDITOR
JULIAN RIGNALL

My best day ever was when I got to drive some unbelievably fast cars around a test track, just for the fun of it. I put my brain into neutral, the co-driver cacked himself and we shot round like a rocket. I won the competition, I was dead chuffed and I'm still alive to tell the tale...

AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MARKETING MANAGER: Marc Swallow MARKETING EXECS: Sarah Ewing and Sarah Hillard PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO! - HURRAH!): CVG Subscriptions, PO Box 500, Leicester LE99 0AA TEL: 0858 410510 EDITORIAL AND ADVERTISING TRAVELLING CIRCUS (IN YOUR TOWN SOON!): CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6710 PRINTED BY: Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: Colourtech, London E2 TYPESET BY: The Tooth Fairy and his incredible magic wand DISTRIBUTED BY: BBC Frontline FAB COVER ARTWORK: Gary Ward TERMINATOR POSTER TM AND COPYRIGHT 1984 CINEMA '84. A GREENBERG BROS PARTNERSHIP. ALL RIGHTS RESERVED. LICENSED BY HENDALE FILM CORPORATION, SUBLICENSED BY BETHESDA SOFTWORKS. STREETFIGHTER '92 ARTWORK (c) COPYRIGHT CAPCOM 1992. (c) COPYRIGHT: COMPUTER AND VIDEO GAMES 1992 ISBN No: 0261-3597 QUICK QUESTION: Why does water always come out of the tap all twisted? HELLO TO: Kate, what an admirable job you do! GOODBYE TO: Jaffa Jerry's redundant rollocks CVG DISCLAIMER: The views and opinions expressed by the Editorial employees of this magazine in no way reflect the views and opinions of its Editorial staff, unless it's a bit of a laugh in which case that was my idea. CVG cannot be held responsible for just about anything except turning in fab mags because we couldn't give a monkey's so why should you?

WORDUP!

WELCOME to the Greatest Ever Issue of Computer and Video Games, so utterly fantastic you won't believe what you're holding in your hands! Here it is - the games magazine you've always wanted and the games magazine you've always deserved! This is the new look for CVG, and we know you're going to poop your pants reading it because we already have! Basically, we've listened to what YOU'VE got to say about the galaxy's greatest games mag and made it even better - because that's how totally skill we are!

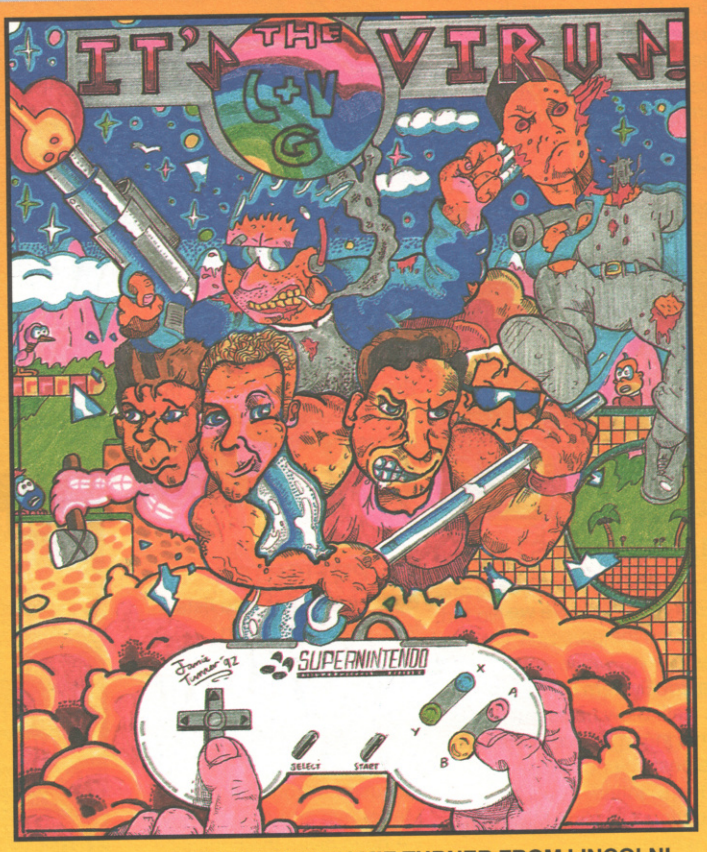
First off, check out the brand new Review pages bursting out of these very pages. Packed full with everything you need to know about the hottest games around, every single one now features EIGHT (yes, eight!) scores categories so you know EVERYTHING about the games!

Then there's CVG's brand new Hotshots section, where we Preview the hottest games to hit consoles and computers - light years before shambling sad mags have even heard of them! If that's not enough, check out the Official UK High Scores - your chance to win fame and fortune courtesy of the one and only Sadie!

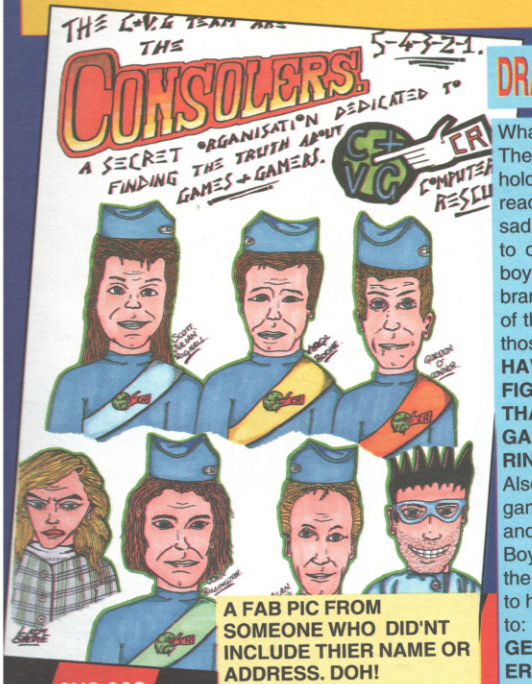
And there's a brand new section just waiting for you to go agaga reading it - the CVG Hall Of Fame, featuring the greatest console and computer games of all time! It's the most authoratative games chart in the world, because it's put together by the people who know best - US!

Of course, you still get the world's only hand-held magazine, GO!, completely and utterly FREE, together with our awesome Terminator and Lawnmower Man poster and Streetfighter '92 pullout for nowt as well! How the hell do we do it, eh? How do we manage all this great stuff for just £1.75? It's easy when you know how, and CVG's the only mag that does! See you next issue. I can't wait for it either!

TIM BOONE



THE CVG TEAM...AS SEEN BY JAMIE TURNER FROM LINCOLN!



A FAB PIC FROM SOMEONE WHO DID'NT INCLUDE THIER NAME OR ADDRESS. DOH!

DRAW FOR FAME AND FORTUNE

What a response we've had to our Draw The Boys compo! It's so popular we're holding it open, mainly so's our overseas readers can get their entries in! If you're sad, thick and in the dark, we asked you to draw ridiculous pictures of the CVG boys - the sillier the better - and there's a brand new Megadrive on offer to the best of the lot! What are you waiting for? Get those drawings off to: **THE CVG BOYS HAVE GOT THEIR OWN STREET-FIGHTER 2 MACHINE 'COS THEY'RE THAT HARD, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FAR-RINGDON LANE, LONDON EC1R 3AU.** Also, we still want to hear from girlie gamers out there - so send us a letter and you could win a brand new Game Boy (or Game Gear) if you reckon you're the greatest. You've got to be pretty good to have read this far! Fire those letters off to: **SORRY POSTY, BUT I'VE GOT TO GET TO CVG A BIT QUICK! COMPUTER AND VIDEO GAMES**, etc etc.

ARE YOU A BIG WINNER?

LUMME MUMMY! Last month's CVG compo to give away TEN Super Nintendo's has proved the most popular in the history of the magazine! Thousands upon thousands of entries poured into CVG Towers by the sackload, virtually filling an entire room! Most were totally skill, but there could only be ten winners. I wanted to print all the winning entries, but CVG's so packed we just ran out of space! Fret not, though - 'cos next month we'll print all the winners and maybe a few of the others as well! For now, though, here's a list of the ten lucky winners, who each walk off with a brand spanking new UK Super Nintendo, courtesy of Nintendo and the greatest games mag in the world!

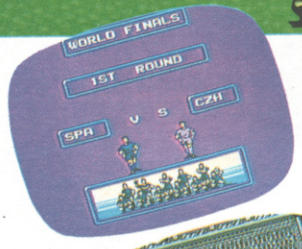
The winners are, drum roll please: Paul Mallinson, Leicester; Dax Jenkins, Bracknell, Berkshire; Ian Beresford (send us your address, Ian!); Marie Beach, Coalport, Shropshire; Andrew Capper, Spalding, Lincs; Luke Williams, Barnet, Herts; Kristian Irwin, Croydon, Surrey; David Johnson, Pennfields, Wolverhampton; Danny Miller, Woodbridge, Suffolk; Duncan Scott, Peterborough. Congratulations one and all, your Super Nintendos should already be with you! Look out for more incredible CVG compos in the near future, 'cos there are gonna be loads!

New. For Your Nintendo Entertainment System. New. For Your Nintendo Entertainment

Football Action

Super League Special

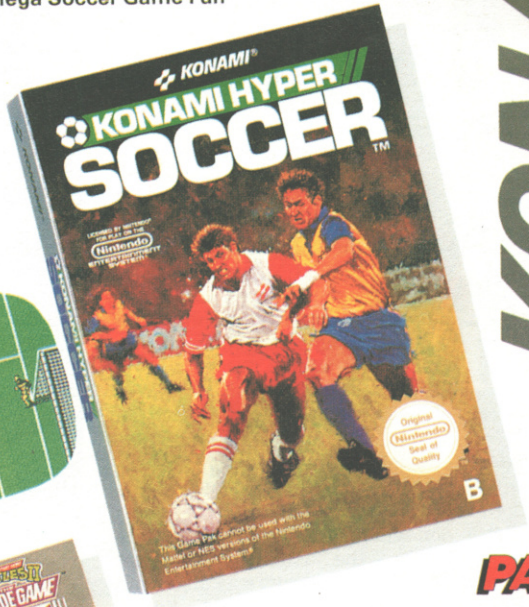
KONAMI HYPER SOCCER



Fast moving, non stop thrilling action from kick off right through to the final whistle. Practise until your team reaches peak-fitness for nail biting, excitement as you compete in big time league matches. Double passes, headers, dribbling, goal scoring tactics, anything's possible. Realistic breathtaking action you won't want to stop playing.

● For 1 or 2 players ● System: Nintendo Entertainment System.

HYPER SOCCER – Mega Soccer Game Fun



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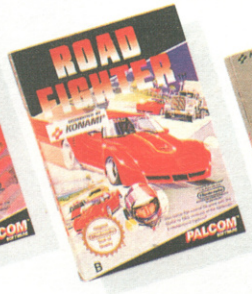

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NEWS

It could be the biggest film of the year, and soon you'll be able to play the game! Lawnmower Man is the most succesful British movie for years, storming to Number One on its release in America and set for stardom over here in the summer. Software house Storm have snapped up this mega hot license and are already beavering away on the game, planned to coincide with the UK launch of the film, so here's FRANK O'CONNOR with everything you need to know about one of the hottest movies of the decade!

THE LAWNMOWER MAN

QUALCAST

Jeff Fahey plays the retarded but wholesome gardener (hence the name of the film), while Mr. Brosnan is the local scientist. Experimenting with a combination of drugs and Virtual Reality, the scientist discovers that he can accelerate the normal learning process by an unlimited factor. Although the chimps he tries this on become far more intelligent, they display aggressive characteristics and become dangerously paranoid and homocidal.

"Hurrah!" Shouts Brosnan and decides to try it on a bloke - the Lawnmower Man. He agrees to participate in Brosnan's experiments and before long he's a super-intelligent mega-being - a sort of Charles Atlas with Einstein's brain. Sadly though, the drugs he takes to accelerate the learning process are part of a plan to turn him into some kind of super-soldier and his Virtual Reality powers start to drift into the real world...

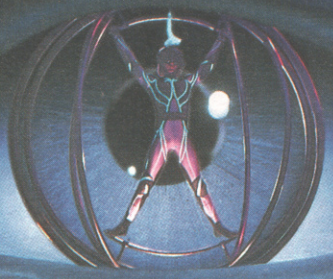
BLACK AND DECKER

The Virtual Reality theme is dead trendy at the moment and The Lawnmower Man has cashed in on it a treat. The people most responsible for the distinctive look of the film are a little known company called Angel Studios, who have produced computer graphics for clients ranging from Nintendo to NASA. The music in Lawnmower Man is all digital and Angel Studios again had a hand in the audio production. The graphic techniques used employ the latest polygon technology and the computers used to animate and integrate these graphics are among the fastest in the world. Similar technology was also used by Xaos (pronounced Kaos), another computer graphics production company. These guys were responsible for some of the most impressive sequences in the Virtual World. Lawnmower Man will appear in British cinemas in early Summer. See you in the queue!

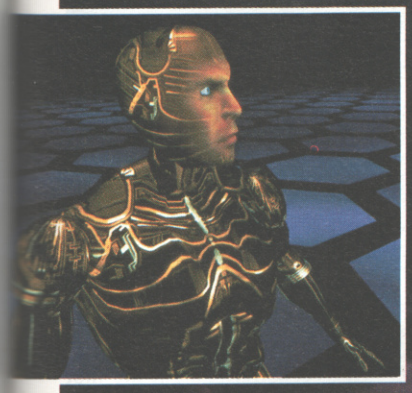
FLYMO

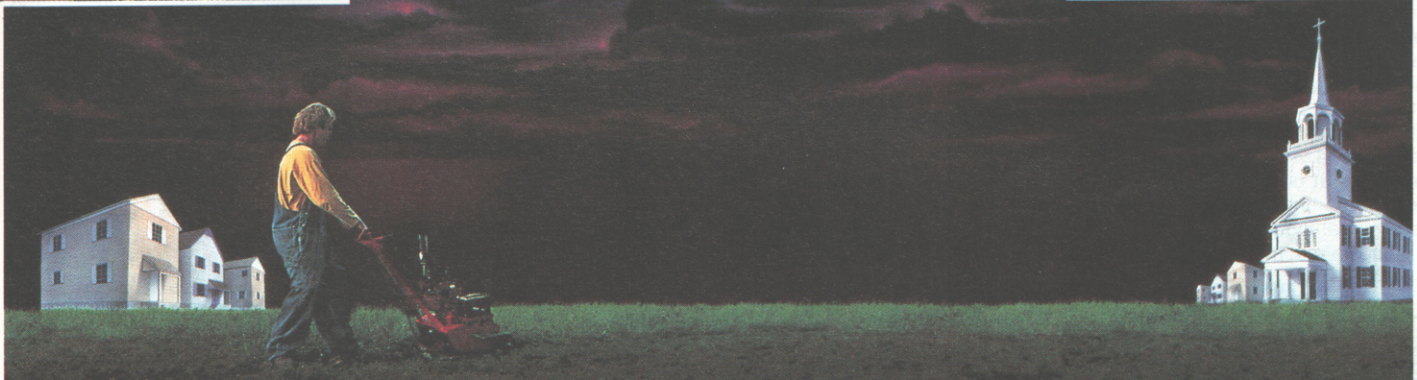
The Lawnmower Man is here. Stephen King's intriguing screenplay has finally made it to the silver screen. The themes of high adventure and Virtual Reality took it straight to the number one spot in the USA, making it the most successful British film for years. Bearing in mind that most British films tend to be about posh geezers who fall in love with other posh geezers, it's not really surprising. The film stars Jeff Fahey and Pierce Brosnan (out of Remington Steele) and tells the tale of what happens when you push the village idiot too far...

JEFF FAHEY PIERCE BROSNAN



God Made Him Simple. Science Made Him A God.





STEPHEN KING'S

THE LAWNMOWER MAN (15)

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NEWS
SPECIAL REPORT

PC ENGINE LAPTOP REVEALED!

EXCLUSIVE FIRST LOOK!

CARUMBA! No sooner does one of the swankiest pieces of kit ever to come out of Japan come out of, er, Japan than CVG takes it apart for an in-depth investigation! Frank O'Connor's the man with the screwdriver in his hand, so put down that cocktail Frankie and tell us all about the machine...

SO WHAT'S ALL THIS THEN?

NEC, the people who brought us the excellent PC Engine, have just unveiled their latest creation, the PC Engine Laptop! This baby is without doubt the most awesome handheld available. It's not a true portable, it only runs off a mains supply and there's no space for batteries, but it does have the largest colour LCD screen of any video game system ever. The unit is a fully fledged PC engine, complete with joystick port, expansion slots and CD compatibility and, unlike the PC Engine GT, you can play two player games! Hang onto your hats though, 'cos this little baby will set you back a gobsmacking FIVE HUNDRED POUNDS!

So, what do you get for all that lolly? Well, the unit is slightly smaller, although a tad thicker than a normal Engine and the top flips up to reveal the sexy and very impressive colour screen. The card slot is exactly the same as that of a standard Engine and the machine takes all the standad cards, but the groovy matt grey colour makes this look very professional indeed. There are tons of knobs, dials and buttons placed all over the machine, mostly controlling the LCD screen. You can adjust

THANKS! Our PC Engine Laptop came courtesy of Console Concepts (0782 712759). Call them for more PC Engine info.

TV ANTICS

The most novel feature of the PC Engine LT is the built in TV unit. A simple flick of a switch turns the PC Engine LT into a fully fledged colour TV set. The only problem with this is, that it runs on the Japanese NTSC system and so you won't be able to pick up British TV programmes. If however you can afford the damn thing in the first place, you can probably afford to visit Japan just to watch the telly. The picture, as far as we can tell, is pin sharp and has a lot of smart computer aided features, such as auto-tuning and fast update. The unit can be plugged into the PC

STAR WARS ON SUPER NES!

OOH! One of the greatest NES games of the year will soon be unleashed on the Super Nintendo courtesy of Lucasfilm! Just like the NES version, the plot of the game will follow the game closely and if the programmers have managed to include the trouser-staining excitement of that game then this one could be a real winner! So stay stuck here for more news and in the mantime just pore over this piccy, which looks totally brill!

SUPER CD SURPRISE!

INCREDIBLE! No sooner is the Super Nintendo launched in this country than CVG weighs in with news of CD-ROM for the machine! Provisionally entitled the CD ROM XA, the machine will feature full motion live video, simultaneous CD soundtracks as well as producing standard SNES code! Rumour has it that the machine will also feature an array of new custom chips. These will almost certainly include a sprite scaler (the SNES only scales backdrops at the moment), but even more exciting is speculation concerning a polygon system.

From what we can gather, this will allow the SNES to produce fast, smooth, shaded polygons, probably better than anything you've seen on a home system. Best of all though, Nintendo announced that the CD ROM XA will cost $200 - about £120 in British money! The machine will be officially launched at the upcoming Chicago Consumer Electronic Show and you can expect a full report on these very pages!

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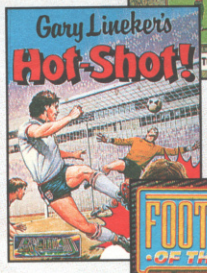

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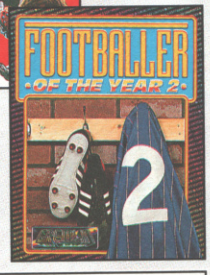

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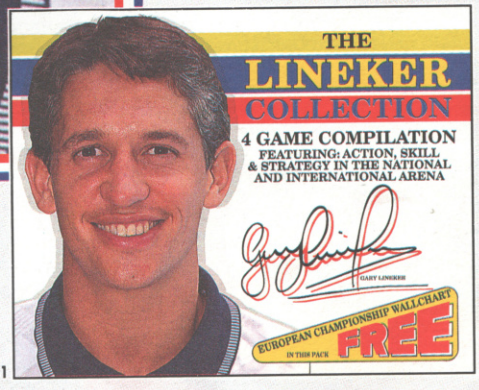

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***CBM 64/128, SPECTRUM & AMSTRAD users please note that Footballer of the Year 2 & International Soccer Challenge are replaced with Superskills & Superstar Soccer.**

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NEWS STARS

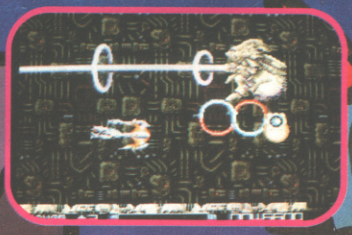
SUPER NINTENDO GAMES GALORE!

The Super Nintendo is here at last - and judging from the unbelievably huge size of the CVG Mailbag the world, his uncle and his fifty seven rather obscure relatives wants to own one! You lot went totally bonkers over last month's competition to win one of ten Super Nintendos (results elsewhere this issue!) and we've had letters and phone calls galore about the latest - and some of you say greatest - official UK console to hit the shelves. Top of just about everyone's list of questions were the games themselves and what we thought of them. As everyone knows, CVG's so hot we Reviewed all the first official titles yonks ago and loads of you have forgotten what the marks were! So by popular demand here's a quick re-Review rundown on the first batch of Super Nintendo, telling you a bit about each and repeating their review ratings. Happy now? You flippin' well ought to be!

F-ZERO

The first game to really show off the kind of graphics and speed the Super Nintendo is capable of, this one has gone down a storm with speed freaks everywhere! Choose your speedster and race against the rest on wildly different tracks across a space-age landscape where wimps use brakes and everyone's out to win - and fast! Initially pretty awe-inspiring to look at, the game soon grabs you by the throat and refuses to let go until you've beaten everyone in sight, with the only drawback that the tracks do start to look a bit samey after a while. Nevertheless, speed freaks and race fans should check this out for super-fast thrills 'n' spills!

REVIEWED:May 1991
SCORE: 92%



S ON SNES!

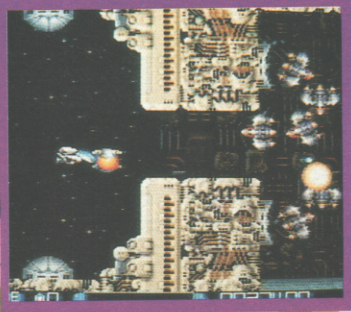
SUPER MARIO WORLD

Totally fab and totally free with the Super Nintendo, Mario 4 (because that's what this is) scored an instant hit with the CVG boys and we still slap in the cart for a few Yoshi laffs and Mario-related romps. This game is absolutely massive, and features some of the cutest graphics you'll ever see. Playability is tuned almost to perfection, providing another fabulous outing for Mario and Luigi! With tons to explore and all sorts of secret rooms and bonus features, this is an essential buy - so thank goodness it comes with the machine!

REVIEWED:Mar 1991
SCORE: 96%

SUPER R-TYPE

Hurrah! Everyone's fave arcade blaster touches down on the Super Nintendo in fine style, and whilst this isn't the utterly gobsmacking arcade experience everyone was expecting it does provide a blast and a half for fans with six levels of pulse-racing action, great graphics and more than a few thrills. Occasional screen slowdown when there's too much going on can mar playability just a tad, but this does come highly recommended nonetheless. Try and get a go before shelling out the dosh though, 'cos there will be better to come...



REVIEWED: Sep 1991
SCORE: 91%

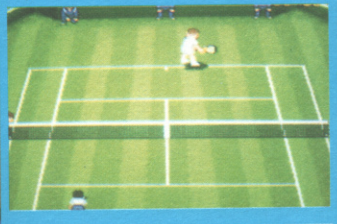
SUPER SOCCER

Put on your booties and thrill to the roar of the crowd as you take on the best players in the world and go football crazy! It must be said that this game isn't Kick Off, but it's a good enough soccer game nonetheless and nobody will complain when they slap in this cart and go for goal. Nice graphics with an unusual perspective and some finely tuned gameplay all add up to a damn decent soccer game for the fans, but tread carefully if you're not exactly nuts about the sport...

REVIEWED: Feb 1992
SCORE: 87%

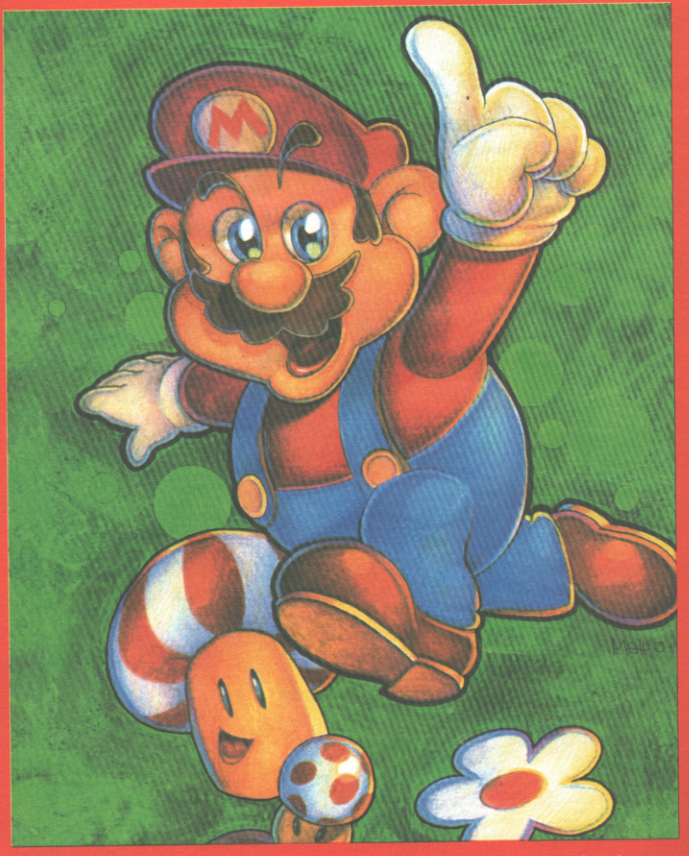
SUPER TENNIS

What can we say? Quite simply this is one of the best computer games ever written - just check out it's ranking in the CVG Hall Of Fame! Here's a game that puts you slap bang in the middle of the Centre Court, with more excitement than the sport itself because this time it's you who plays! With loads of options to choose from, and dozens of would-be superstars to play, this cart guarantees you'll keep coming back for more. If you get a Super Nintendo and get one game this year, get this. It's the tops.



REVIEWED: Nov 1991
SCORE: 96%

THANK'S TO MATT LYONS FOR THIS MARIO MASTERPIECE!



So - what are the other Super Nintendo games you're just dying to know about? CVG is always light years ahead of the rest and we're bound to have reviewed them already, but if enough of you write in we might just be tempted to re-review a few more. Can't say fairer than that, John! You know the address, so get scribbling!

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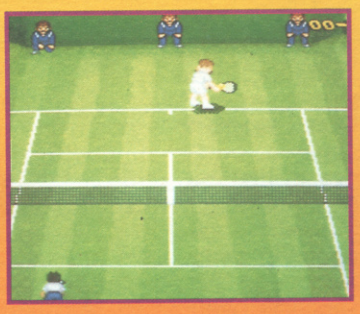

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Welcome to the brand-new CVG Hotlines, where you could win an Official UK Super Nintendo and every single game released for the machine this year! Just imagine, you could be the owner of one of the spankiest consoles in the world and not pay one penny for a year's worth of gaming glory! That's right, not only can you win the machine itself but every single official UK game Nintendo releases this year! In case you've been hiding in a dark cave lately you'll know everyone's going bonkers to get their hands on Sega's wonder machine - so why not dial those digits and see if you can win one! Just dial the magic number and who knows, you could be the spawny lad or lassie who wins this megadocious prize and be the envy of all and sundry! Get dialling and go for it!

SUPER NI

ENTERTAINME

You've waited – now it's here: Super Nintendo, the Entertainment System that will turn the whole world up-side down. In fact, up-side down, left and right, front to back and right the way through 360 degrees!

"The Super Nintendo promises to bring a new dimension of excellence to the games playing public."

Mean Machines, January 1992.

A 16-bit Computer and Custom Picture Processing Unit generate graphics like you've never seen before. Sensational 3D effects throw you right into the heart of the action. Four layers of independent scrolling background screens bring movement in every direction, ensuring sharper definition and perfect perspective at all times.

"The Super Nintendo's main attributes are its brilliant custom chips. These are used to create some stunning graphical effects."

Computer and Video Games, February 1992.

Unique and simultaneous scaling qualities bring new depth and impact enabling immediate enlargement or reduction to any of the 128 sprites on screen at any time. Through utilisation of a massive 128k RAM and 128k Video memory, a whole new dimension to game play scenarios can

WILL YOU EVER R

NINTENDO®

MENT SYSTEM

now be created, and with over 32,000 colours there's a massive palette of opportunities.

Whilst vibrant graphics fill the screen, eight separate audio channels of Super Nintendo fill the room. Full dimension digital stereo and near-CD quality sound means that the Super Nintendo comes alive at your finger tips.

'Sounds can be played in true stereo and the effect is jaw dropping.'
Computer and Video Games, February 1992.

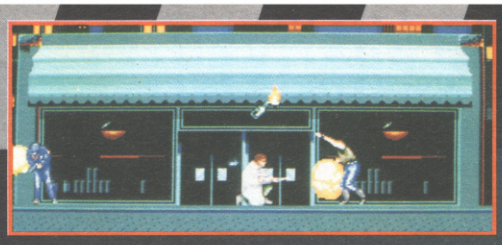
To increase the degree of control and skill at your command, pin point accuracy is ensured through the new ergonomically designed controller – a major innovation in itself. Eight-way cross-key joystick, colour-coded relay buttons and left and right adjustment switches ensure action unfolds in all sorts of new ways.

The Super Nintendo set comprises – control deck, controller, A/V cable, RF switch (allowing you to connect both NES and Super Nintendo to the same TV) and Super Mario World Game Pak – a masterpiece in its own right and hailed by Mean Machines as the greatest 16-bit platform game yet devised.

Super Nintendo – from now on game playing will never be the same again.

R REACH THE END?

CVG REVIEW

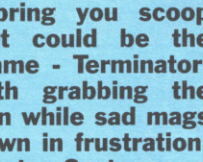


CVG WORLD EXCLUSIVE! Yes folks, the galaxy's greatest games mag delivers the goodies once again to bring you scoop reviews on what could be the year's biggest game - Terminator! Not content with grabbing the Megadrive version while sad mags jump up ands down in frustration, we've got the Master System version as well! So if you're a Sega-owning Terminator freak you should be pooping yourself right about now. Well, change your drawers a bit quick and let's get on with the show!

MEGADRIVE

PLATFORM

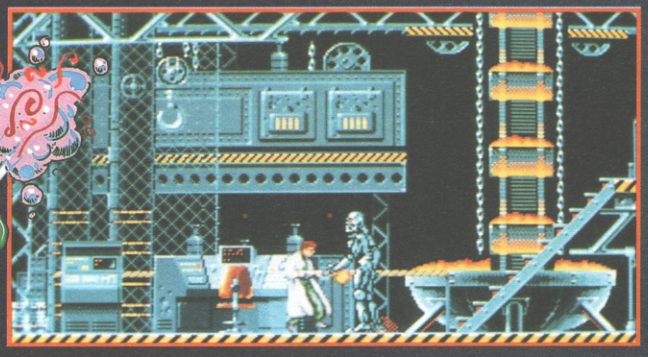
VIRGIN GAMES
£ TBA

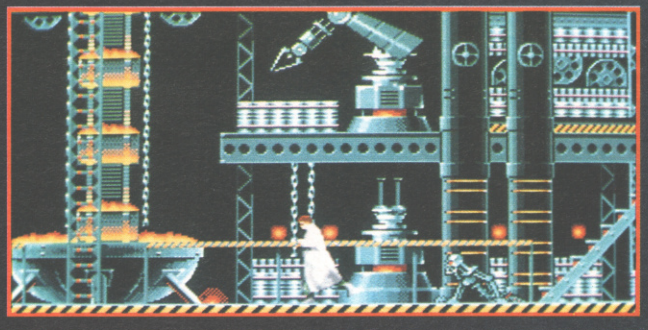


"I was one of the first people ever to see The Terminator on Megadrive. That was in its very early stages and I'm happy to report that the game is as exciting and fun now as it was then. What grabs you first of all is the wicked intro - a perfect reproduction of the opening credits from the film, complete with scrolling letters, flashing cursors and that brilliantly moody music. Start the game and you'll get killed straightaway - one, because it's bloody difficult and you only get one life, two, because the graphics are truly amazing - some of the best I've ever seen on the Megadrive! The programmers have used the same animation technique as seen in Prince Of Persia and it really does work a treat! There's loads of colour all over the place and backdrops are as excellent as the sprites. In fact, it's a bit of a shame that all the time spent on presentation has gone on sprucing up what is basically a platform shoot 'em up - quite an addictive one, but a platform shoot 'em up nonetheless. The Terminator is one neat package, great to look at and very tough to play -"

PAUL RAND

The war against the machines had raged for years, ever since the Skynet defence computer made the decision to fire its nuclear missiles on August 29th, 1997. Three billion human beings were wiped out that day, and those remaining had battled for thirty years battled to stay alive. But the tide had turned against Skynet - the human resistance, under the leadership of John Connor, had organised and brought the machines to their knees. There was only one course of action left to Skynet; to send a Terminator unit back through time to kill the mother of Connor before she gives birth to the planet's saviour. Luckily, the resistance learned of this plan and sent one of their crack soldiers to infiltrate the enemy headquarters, plant a timed explosive device on the reactor powering the Time Displacement Unit and follow the Terminator through before the time machine explodes Once there, the agent's task is to save Connor's mother from the wrath of the Terminator.

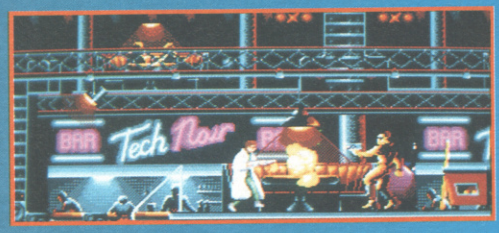




NOTHING CLEAN, RIGHT

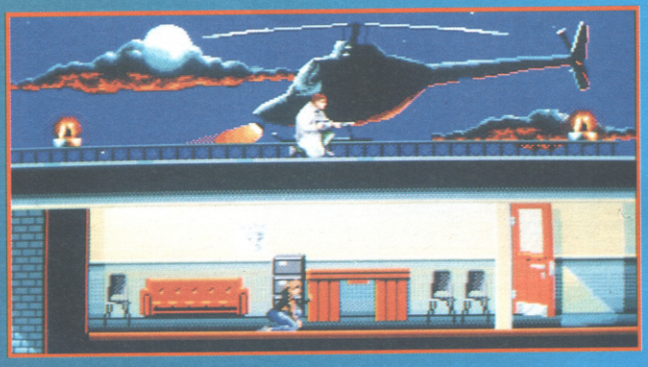
The trouble with time travel is you can't take anything with you - no clothes, no weapons, just the skin on yer back and an embarrassed smile if anyone should see you in the buff. Thankfully, Reese and the Terminator have both found new togs by the time we join them in 1984, but the weapons they have on them aren't laser guns - just ordinary 1980's artillery. Which is fine for the T-800, who is out to kill Sarah, but not so hot for Reese. After all, if a poly-metal alloy endoskeleton can withstand laser blasts, what's the odd shotgun fart going to do? Not a lot, apart from momentarily stunning the cyborg, allowing the player to escape its clutches!

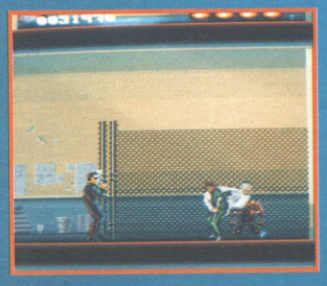
TERMINATOR



WE WERE THAT CLOSE TO GOING UNDER

The player controls Kyle Reese, sergeant of the resistance Tech-Com division. His mission is theoretically simple - track down Sarah Connor and protect her from the Terminator. There are just a couple of snags when the theory is put into practice: Reese has next to no details on Sarah, except for her first name and the city she lives in. The second problem is the Terminator itself - a cybernetic organism which looks human on the outside yet has a metal skeleton which can stand up to anything thrown at it.





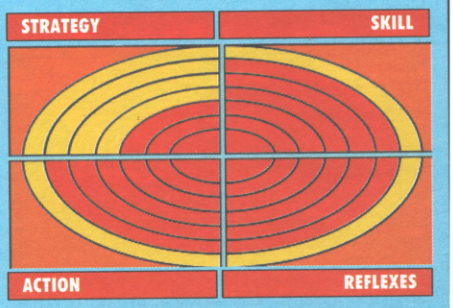
I'LL BE BACK

If you don't already know, The Terminator is based upon a movie of the same name. Released in 1984, it starred Michael Beihn and Linda Hamilton as Sergeant Kyle Reese and Sarah Connor respectively; but the star of the show was undoubtedly one Mr Arnold Schwarzenegger who played the Terminator unit itself. Costing less than £4,000,000 to make, the film became a block-buster, classed by many as the sci-fi film of the 1980s. The follow-up movie, called Terminator 2 - Judgment Day, cost more than ten times the price of the prequel and re-united Arnie and Ms Hamilton in their previous roles. This time round though, the Terminator is a goodie, protecting Sarah against a new cyborg. If you're one of the eight people across the globe who have missed these films, we recommend you rush out and get 'em both on video now!

REVIEW CVG

"Terminator ranks as one of the most important releases on the Megadrive ever, and like everyone else I've been waiting ages for it to arrive. Now it's here and what a blast this is! Pick yourself up from the unbelievable brill opening sequence (it's just like the film!) and get set for tons of pants-wetting thrills as you try to achieve the impossible and take on the Terminator in a fight to the death! Graphically, the game is superb - one of the best looking games you're likely to see on the big Sega. Programmers Probe have managed to capture the feel of the film very well - everything looks just like it should and there's plenty to see across all the levels. Animation is excellent and sound is quite a treat. It has to be said that the game itself is damn hard and will take quite a while to complete, but you're guaranteed to keep banging away until it's all over and you've flattened the metal monster good and proper. Basically this is one of the best titles yet seen on the Megadrive and you'd have to be a sad shambling sort of person to pass it up. If you're a Terminator fan you've just got to buy this cart - it's as simple as that!"

TIM BOONE



GRAPHICS	%	93
SOUND	%	93
GAMEPLAY	%	89
VALUE	%	90

OVERALL 91

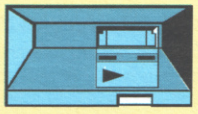
CVG REVIEW

It's double whammy time in CVG this month! Not only do we grab the EXCLUSIVE review of Megadrive Terminator before the rest of the known world even knows of its existence, but we also scoop the universe by picking up the Master System version too! How do we do it, eh? As long as we do it, that's all you need to know!

MASTER SYSTEM

PLATFORM

VIRGIN
£TBA



"The plot of Master System Terminator is, funnily enough, exactly the same as that of its big Megadive brother! Step into the shoes of sergeant Kyle Reese and yomp back in time to 1984, with thoughts of world salvation embedded firmly in your mind. Skynet has sent a T-800 Terminator to Los Angeles to kill Sarah Connor, mother-to-be of the man who, in years to come, will crush the domination of The Machines and bring peace to the planet. The fate of the world is in your hands ...

"Believe it or not, Terminator on the Master System isn't a kick in the pods off the quality of the Megadrive version! The little Sega holds its own, with some of the best displays of graphic excellence yet seen on the machine. The sad sonic capabilities of the Master System are pushed to the limit, to create an impressive version of the original movie tune and sound effects. Because of the limits of the Master System, it's gameplay that needs to stand out in order to get the game noticed. In this case, not only is The Terminator good to look at and listen to, it's also got that all-important playability. The Terminator is a very difficult game which should take even experienced gamers to complete. Three cheers to Probe and Virgin Games for producing a product well worth waiting eight years for!"

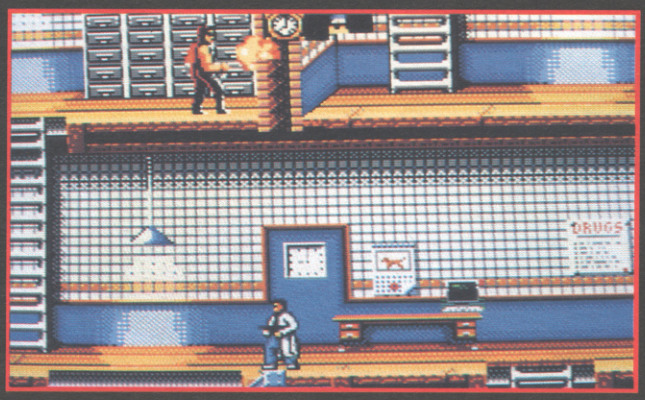
CVG 022 **PAUL RAND**

TROUBLE IN THE FUTURE!

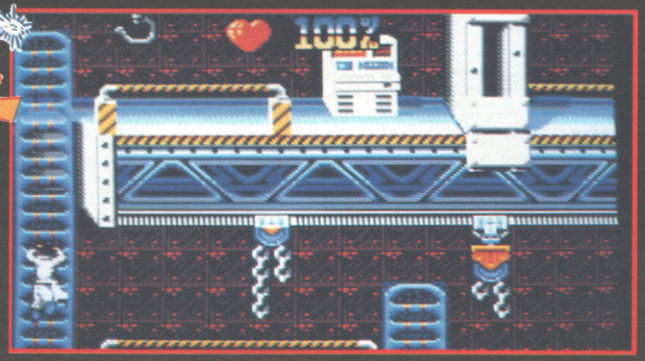
SO WHAT IF HE'S GOT A PORSCHE?

These screenshots can't really do the sprites in Terminator justice - you've just got to see them move! If you've ever had a look at Prince Of Persia (which, incidentally, is coming to Master System soon and looks superb) you'll have wet your knicks over the fluidity and realism of the character animation. That's because they were created by first videotaping actors performing all the actions needed for the game's sprites, then digitised and put into the game. That's exactly how programmers Probe did the graphics for Terminator on both Master System and Megadrive - and they work a treat!

OH NO, BIG T'S JUST UPSTAIRS



I DON'T THINK THERE'S ANYTHING UP THERE.



TROUBLE ABOUNDS IN CLUB TECH NOIR!

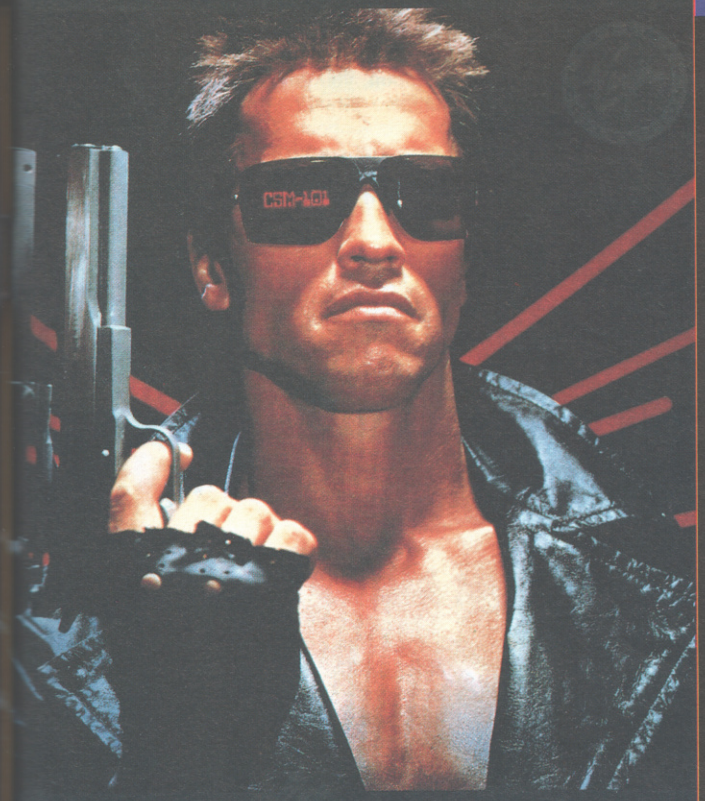
NICE NIGHT FOR A WALK

So you've seen The Terminator on video and thought it was the doggy's danglers. Then you rushed out and got your mince pies around T2 - Judgment Day and quite literally gasped at the unbelievable special effects. But what next? Will the man Schwarzenegger be doing a Terminator 3? Rumours suggest that our lad Arnie is more than interested in recreating his role as the robot with the attitude one more time, but don't hold your breath - the time between the first two films was SEVEN YEARS! If you really need your fix of Mr Muscles, there are two films planned which will more than stretch Arnie's acting skills - Spiderman The Movie, in which Schwarzenegger will play Dr Octopus (Michael Beihn, Reese in The Terminator, is set to don the red and blue body stocking!) and Judge Dredd, an epic-to-be starring Arnold as the face of law and order in Megacity One. This one should be a goodie - the creators are estimating the effects alone to cost somewhere in the region of $50,000,000!

SO YOU THINK REESE IS CRAZY?

The Game follows the plot of the film almost to a tee except that you didn't get to see Reese blasting his way through Skynet's HQ in the movie. Just to tie each level together, the player is shown a still from the film at the end of each stage, with a bit of text to explain what's happening. A bit better than a black screen with the message 'Level X', we think you'll agree. Or do you? Answers on a postcard, please..

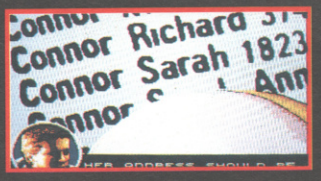
SCHWARZENEGGER



THE TERMINATOR

GUARD IT FOR ME, BIG BUNS

Don't think that just because those Megadrive owners get all these snazzy intros and stuff on their games, Master System freaks have to make do with nowt, because you don't. Your version also has the brill intro that can be seen on the 16-bit game - you know, the one from the start of the film where the Terminator logo scrolls across the screen in glorious Big-o-Vision (TM). It also has the great Terminator music playing in the background! What more could you ask for? Nothing, that's what!



LOOKING FOR SARAH?

"A blast and a half for Master System fans and no mistake! Terminator on the little Sega is a long-overdue shot in the arm for the machine because this version actually manages to play better than its Megadrive counterpart! As with the Megadrive version, Probe have delivered the good to turn in a smart little performer which really stretches the machine. Graphics are excellent considering the limitations of the machine and sound, whilst not exactly fantastic, is fair enough. Where this one really takes off is in the gameplay stakes - it's wickedly tough but the compulsion to keep going takes hold very quickly and you won't want to put the pad down all night! Even the toughest of Master System gamers will find themselves challenged by this one, and that can't be bad! If you're only going to buy one Master System cartridge this year then I suggest you take a long hard look at this one - and if you've got a Megadrive and Power Base converter then you should take a gander as well. Well done Virgin, Arnie should be proud of you!"

CHOPPER FROLICS!

YOU'RE TERMINATED!

Wouldn't it be great if you could ring up your local Terminator station and say "Excuse me, but could you go round to such-and-such an address because I know someone who's a right prat and I want him terminated." Here's a list of folk the CVG boys would like to see on the wrong end of Arnie's Uzi and why...

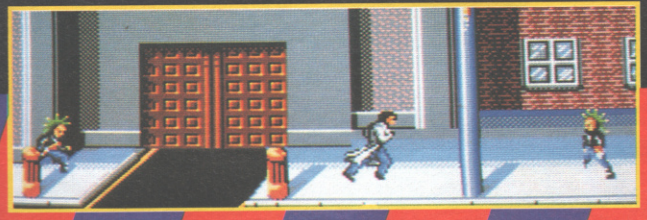
Tim: "Inspector Morse and his crap sidekick Lewis because they always solve their cases but they bore my bits off doing it."

Frank: "Garfield because he's a little orange bar steward."

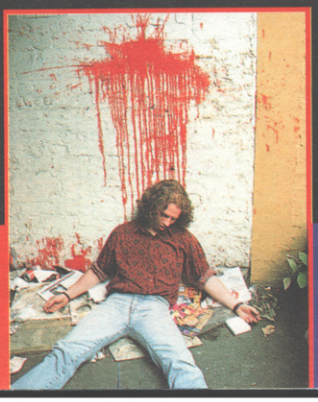
Jon: "Every character in Eastenders because they'd all be much happier dead."

Paul: "Everyone who does impersonations of Elvis Presley because they're all crap - especially the Mexican one who can't sing for toffee."

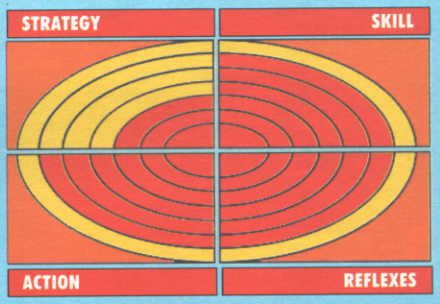
Jenny: "I don't want anyone terminated because I'm a nice girl - like Paul Rand."



JON'S TERMINATED!



TIM BOONE



GRAPHICS	%	92
SOUND	%	82
GAMEPLAY	%	92
VALUE	%	90
OVERALL		**90**

CVG 023

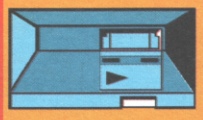
CVG REVIEW

MICRO MACHINES

NINTENDO

PLATFORM

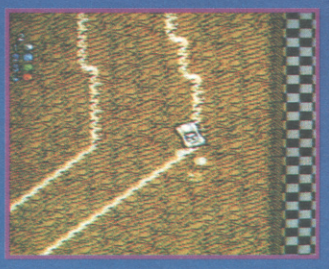
BY CAMERICA
£TBA



You've all heard of Micro Machines, you know, the tiny little car models. Well, these little babies have made it to the small screen in an NES game from Code Masters, the budget geezers. The game takes place in a miniature world inhabited by the tiny cars and gives you the chance to race around breakfast tables, school desks, bathtubs and pool tables to name just a few! There are lots of entrants in these races, each one weirder than the last and they'll make life difficult for you and each other. So, choose your car, choose your course and get going for a spot of mini racing!

"The first thing I thought when I stuck the Micro-machines cart in the NES was Supercars because this does look similar to the Gremlin racer and that's actually a good thing because Supercars is one of my faves. The appeal is that everything happens in a miniature world and the graphics portray this perfectly - the attention to detail is perfect and impressive while sound effects are great and the music even better. The game has a huge 27 tracks and it'll take ages to complete them all. This title oozes playability and the variety of game styles will have you hooked from the off. A gem."

FRANK O'CONNOR



CUNNING STUNTS!

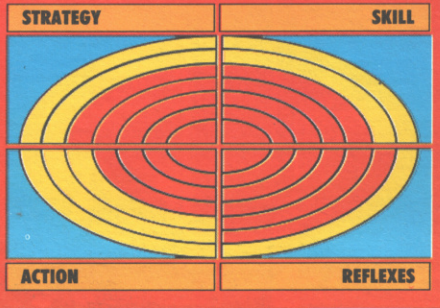
All of the vehicles are capable of some tremendous stunts (except the helicopters) and even the tanks can be persuaded to jump ramps. These ramps generally take the form of ordinary household objects, such as playing cards and tilted cereal boxes. On the pool table section, you get to zoom around the edges on a precarious precipice. Should you slide, it's a long way down to the pool room floor. A special bonus is available to the first car to enter the side and corner pockets. This bonus can also be gained if you reach the edge of the screen before your opponent (in two player mode). He warps to catch up, but loses points in the process.

THE TRACK PACK

There's a total of 27 tracks to complete before you finish the game and each track presents a brand new challenge. The races take place (in miniature) on a variety of surfaces. These include the Bermuda Bathtub, a foam filled bath packed with hazards, the Gargae Floor covered in old tools and oil spills and the Sandpit - too many pebbles and not enough traction.

WACKY RACES

You control a fairly wide range of vehicles in Micro Machines including boats, cars and trucks. Obviously boats are used in water and in this case, the bath. The other vehicles are used on a variety of surfaces and the gameplay changes depending which car and which track you choose.



GRAPHICS	%	89
SOUND	%	78
GAMEPLAY	%	89
VALUE	%	90
OVERALL		88

HeroQuest

other games seem flat by comparison.

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TOP GEA

SUPER NINTENDO

DRIVING

BY KEMCO
£45.00

Vroom! Parp! Voosh! Yes, it's that time of the day again when you leap into the cockpit of your supercharged racer and tear blindly around a twisting track for no apparent reason. Driving games are ten a penny and so they need to be something special to stand out. Top Gear from Kemco could be just that. There's no story, only some sad excuse for racing exotic motorcars around danger infested tracks. The cars are all based on real-life supercars, including Testarossas, Lamborghini Diablos and the ugly but speedy Alfa Z1. The cars have been subtly disguised and the game is a sort of Out Run variant with twisting roads and rolling hills. The difference between this game and most other console racers, is that two players can race simultaneously. So, put on your crash helmet, slide into your driving gloves and put that pedal to the metal. Vroom!

"How To Make a Great Game, Lesson One: Get a spanky console like the Super Nintendo and take it to bits to find out how it ticks. Learn about sprite scaling and things like that, then chuck them all out, stick to what you know and deliver a game so brilliant it doesn't need any frills! That's what Gremlin have done with Top Gear, and they've turned in one of the most brilliantly simple and simply brilliant Super Nintendo games yet seen! Graphics are reasonable and sound is cool but gameplay is so brilliant every other softco in the world should start cacking their pants right about now! This is one of the best two-player laffs ."

TIM BOONE

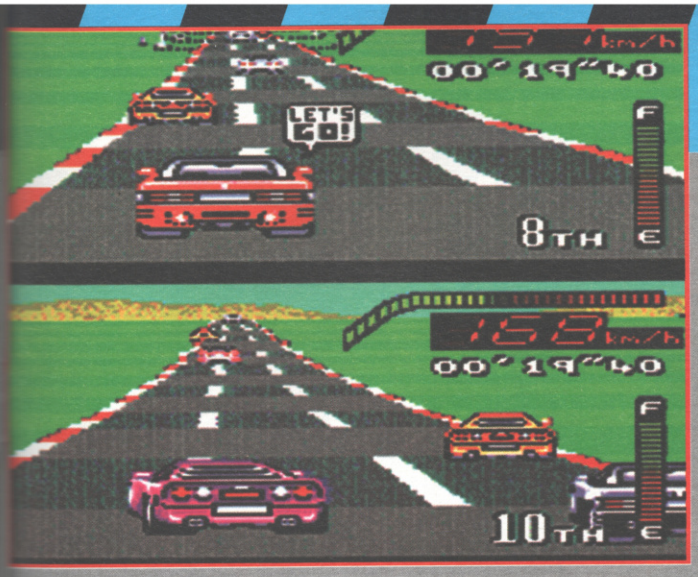
NITROUS NONSENSE!

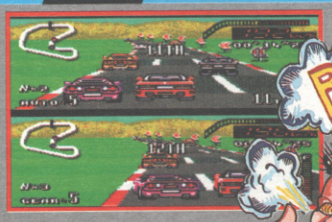
You start the game with a tank containing three boosts of Nitrous Oxide. When injected into the fuel compression unit, this forces fuel into the combustion chamber at an incredible rate. It also makes the petrol burn faster and with explosive results. The car gets a sudden boost in acceleration as well as top speed. There are many ways to use Nitrous, but in two player mode, you'll have to be fairly strategic. Some players use all their boosts at the start, in order to build up a massive lead, while others wait until near the end of the course. Brainy players however, will use them only when they absolutely have to.

THERE'S A HELLUVA LOT GOING ON HERE AND YOU'LL NEED TO STAY FROSTY TO SURVIVE WITHOUT CACKING YOUR PANTS IN THE HOT SEAT!

LOTUS RELATED MALARKEY!

Fans of the classic Amiga game Lotus Turbo Challenge, may notice some similarities between this and the classic Gremlin racer. They'd be right too, because Gremlin actually programmed this for Japanese geezers, Kemco. The game itself is very similar in both graphic style and gameplay to Lotus, but has been greatly improved, with more options, more cars and more tracks. The two player mode has been borrowed from Lotus 2, the sequel and it works a treat. If this is the standard of the very first Gremlin SNES release, we can't wait to see what else they've got up their sleeves!





IMAGINE THIS LOT ZIPPING ABOUT THE SCREEN AND YOU GET SOME IDEA WHAT TOP RACER'S ALL ABOUT - SPEED!

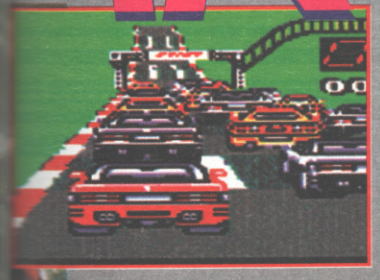
"Top Gear is here! This must be the only SNES game which makes no use whatsoever of the fabled custom chips to do its stuff. Admittedly, the graphics are wonderful - dead colourful, super-slick and extremely good looking. Sure the animation on the cars is faultless and the special effects are smart, but there's no scaling, no rotation and no funny business. This is an honest to goodness, straightforward racing sim and a beauty at that. The music and sound effects are absolutely superb, adding atmosphere style and realism to the game. The controls are perfect and the options brilliant. In one player mode, you won't be able to leave your SNES until you've completed the game, but with two players, you won't leave your SNES...ever! Respect is due to Gremlin for this playable commotion of fun-filled frivolity. Console purists may think it looks like a computer game, but it's one of the best computer games of all time. The simple fact is, if you like going fast and you've got a SNES, then you have to get Top Gear!"

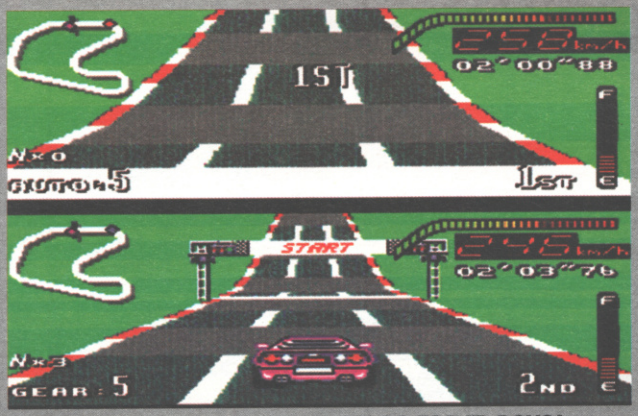
FRANK O'CONNOR

THE BEST OF THE BEST!

Opinion about the world's greatest cars varies wildly, but I'm dead brainy me, so I think I'll put the record straight once and for all. Ferrari's amazing F40 just makes it with an awesome 201 mph top speed. The Porsche 959 is a bit slower, but much more sophisticated. The fastest production car in the world is probably the new Jaguar XJ 220 which can achieve a staggering 214 mph. If you want to go faster, you'll have to specialise. The Callaway Corvette is a twin-turbo, super aspirated completely customised Corvette Stingray, which can top 240 mph! If all this is too much, then how about Jon Billington's VW Polo? This crazy death-machine has been known to beat the fabled 200mph mark - but only when you push it off a cliff...

AR



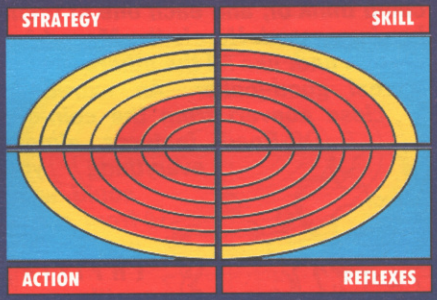


PUT THE PEDAL TO THE METAL AND GO FOR IT, BOYO!

TWO PLAYER ACTION!

Top Gear is fairly unique amongst racing games (especially SNES racers) in that it has a two player mode. The screen is split horizontally with player one controlling the top half of the screen and player two on the lower half. This allows you to race a pal, the beauty of which is that you can see your friend as he overtakes you. As you can imagine, this makes Top Racer a fiercely competitive game. The computer controls the bottom car in one player mode so you still have a definite target to beat. You can both choose the same car but real heroes will choose their personal favourite.

THANKS...
to Console Concepts
(0782 712759)
for the review cartridge.



GRAPHICS	%	90
SOUND	%	92
GAMEPLAY	%	94
VALUE	%	91

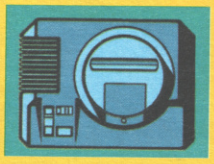
OVERALL 93

027 CVG

MEGADRIVE

DRIVING

BY ACCOLADE
£24.99



The crowds are gathering. The engines are revving. The bikinis are overflowing. It's the Super Off-Road meet, the place where top drivers get together to test their racing skills on a variety of tricky tracks in the hope of winning a bolt-load of money to soup up their four-wheel drive racing trucks. You're one of the privileged few with the talent to race your heart out against the cream of the off-road crop - but have you got what it takes to get to the front and stay there? You'll be pumping out the horses on a stack 'o' tracks against three computer opponents or two Megadrive drivers and a friend. There are prizes at the end of each race if you finish high enough in the placings and a parts shop where you can spend all your lovely lolly. The spectators are getting restless - get out there and show 'em what you're made of!

"Super Off-Road has made its way onto practically every format you could think of, and each one of them has impressed. Here's the Megadrive version and, like all the others, this is a real good-looker. An extremely close convert from the coin-op, Off-Road features almost everything you could want from a racing game - thrills, spills, great graphics and a totally awesome two-player mode! Sprites are truly excellent; dinky but well-animated, and with sixteen testing tracks to tackle you're not going to be stuck for a place to race. All in all, a fine laugh, so buy it now!

PAUL RAND

SUPER O...

NITRO NABBING

After a lap or so of trailing the other trucks, it'll suddenly dawn on you that it was probably not a wise decision to fritter away your loot on accelerators and stuff right at the start of the game, when what you really should have grabbed was nitros. But don't be too downhearted, because throughout the game special nitro packs appear on the courses! Be quick about getting them, as the other racers are just as hungry for 'em. If you happen to be pipped to the nitro-grabbing post, there's usually another set on the next lap, or a big bag of money that you can use to buy some more come the end of the race!

YES, WELL, SHE DOESN'T KNOW MUCH ABOUT RACING BUT MANDY HERE DOES KNOW ALL ABOUT BIG CUPS...

"LOOK, I WON FIRST PLACE SO HOW COME YOU'VE GOT THE BEST GIRL?"
"WELL, I'M NOT A SAD MAN..."

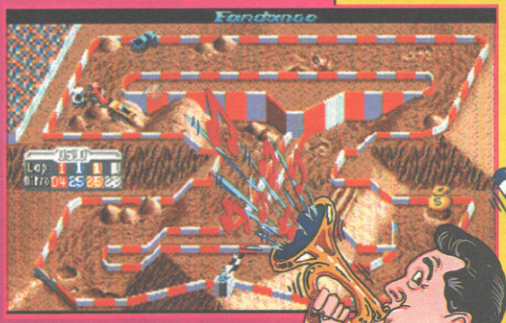
SHOOT DOWN THE SHOP

Toddle off down to the Parts Shop where you can splash the cash on a variety of items, simply itching - nay, gagging - to nestle somewhere upon your automobile. There are nitros to give you a much-needed burst of speed (much-needed when you're about nine million laps behind the other drivers, that is!), tyres to smooth out your ride and give better control of the truck and engine power-ups to, erm, power up your engine. Just a few of the goodies you can spend your wad on - and if you harbour any ideas of becoming the best, you'll need them all.

"OI! YOU IN THE BLUE! GET THE HELL OUT OF MY WAY OR I'LL TELL MUM!"

SPRINTING AHEAD

If you're as old as the hills you may remember a game from Atari called Super Sprint. This classic had you racing against cars on a variety of tracks, with the objective of coming first in each race and racking up a load of cash to buy add-ons for your murter. Super Off-Road is a total rip-off of this ace racer, but with new power-ups, souped-up speed and gorgeous graphics, this tiring genre can more than hold its own in the crazy, cut-and-thrust world of coin-ops!



THE RULES ARE SIMPLE - MAKE SURE YOU COME FIRST..."

FF ROAD

BIG RACE LAFFS AHOY!

MORE RACE LAFFS, SORT OF AHOY!

GO FOR IT DOWN THE STRAIGHT!

FIGHTING FOR FIRST

Off-road racing isn't just about testing man and machine to the limit - it's also quite a good idea to try and finish in a decent placing. Each race lasts four laps, with yourself and three Megadrive-controlled trucks (or two computer racers and a chum) battling for final placings. The further up the field you finish, the greater the amount of prize money you'll collect. The winner picks up £150,000, while second scores £100,000 and third pockets a measly fifty grand. Fourth place, as you may or may not expect, gets nothing; so it's advisable not to finish there.

WATCH OUT, RED BOY - THE BLUE BABY'S GONNA CUT YOU OFF IN YOUR PRIME!

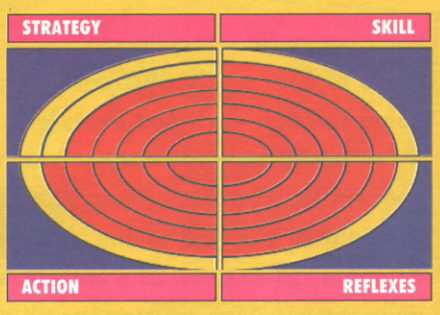
KEEP ON TRUCKIN'

If you've been unfortunate enough to get out of bed on a Bank Holiday before the crap your mother watches has finished, don't despair - sit around for a while. Because it's highly likely that the next programme to appear will be about massive trucks with those huge tractor tyres; Monster Trucks. There are loads of videos doing the rounds about these hulking brutes, with some spectacular shots of them driving over the tops of cars and leaping through the air. Don't go out and buy one of the vids though, because you'll only watch it once and then use it to prop up the wonky table.

THANKS...
to Console Concepts
(0782 712759)
for the review cartridge.

"I'm a bit of a Super Off Road junkie (arcade, Amiga, Super Nintendo, you name it) and was skeptical about a Megadrive conversion to say the least. Fortunately Accolade have proved me completely wrong and turned in a version of the coin-op classic that ranks right up there with the best of them and provides a much needed shot in arm for Megadrive race games to boot! Just about every aspect of the arcader is in there (admittedly a tad toned down in one or two places) but playability has been tuned to the max to make sure you just keep on playing! Graphics are fine, animation good (although the SNES does have the drop in this department) and sound a bit of alright. What really grabs you though is the game itself - a right laff against the computer and a laff riot against a pal! Well done Accolade for attempting a tricky Megadrive title and turning in such a runaway winner!"

TIM BOONE



GRAPHICS	%	89
SOUND	%	86
GAMEPLAY	%	92
VALUE	%	92

OVERALL 91

COMPETITION RESULTS!!!

1 THE WINNER! Well done Gareth Cort from Harpenden, your spanking new Megadrive's on its way!

2 Well done James Turner from Lincoln for this skill cover (even if he couldn't be bothered to draw GO!)

3 This is spectacular, but sadly the artist forgot to tell us who he was! Dummy!

4 SNES STreetfighter is the subject of James Elvidge's cool entry!

COVER COMP

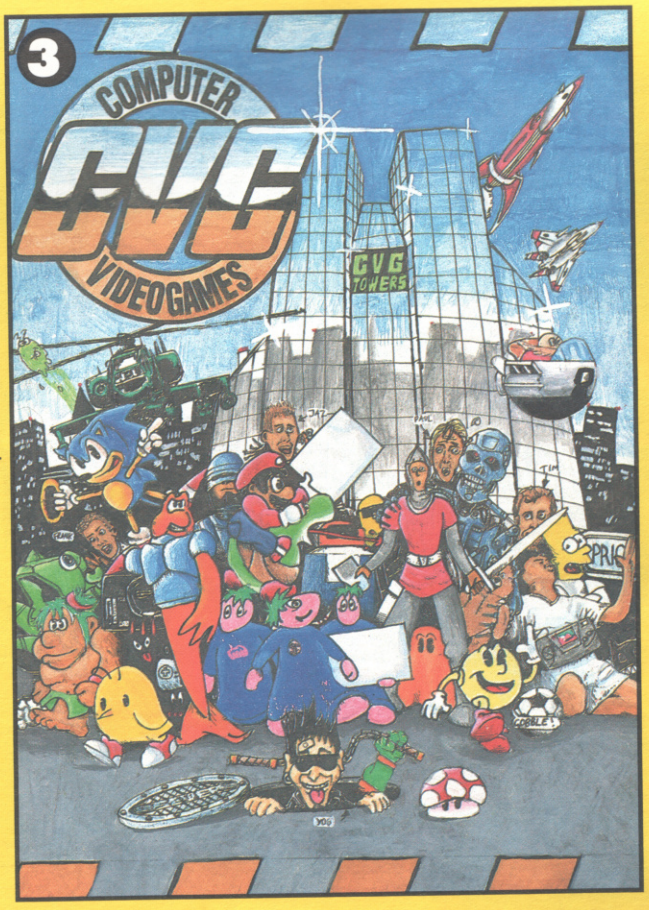
UNBELIEVABLE! **We had so many entries to our amazing New Look competition the floor almost caved in under the weight of them all! Sackloads of your spiffy CVG cover designs flooded in, and we had a great time going through each and every one! For boring thickies who don't know what we're talking about, we asked you to design your own cover for the magazine and win the console of your choice. Some of the entries were utterly brilliant but at the end of the day there can be just one winner and that is (trumpets please, bit of a fanfare, slow drumroll, bit of a ripping sound as we open the envelope nd yank the bit of paper out) GARETH CORT, aged 10, from Harpenden, Herts!**

We thought Gareth's big, bright and bold Sonic II cover was the biz and so he wins the console of his choice - a spanking new Megadrive! It has to be said this was a hard-fought contest and the standard of entries was exceptionally high, so we've also decided to print a few of the runners-up, who win nowt except the glory of appearing in the galaxy's greatest games mag! Tim reckons we should print some more over the next few issues, so watch out for your handiwork on these very pages! Hurrah!

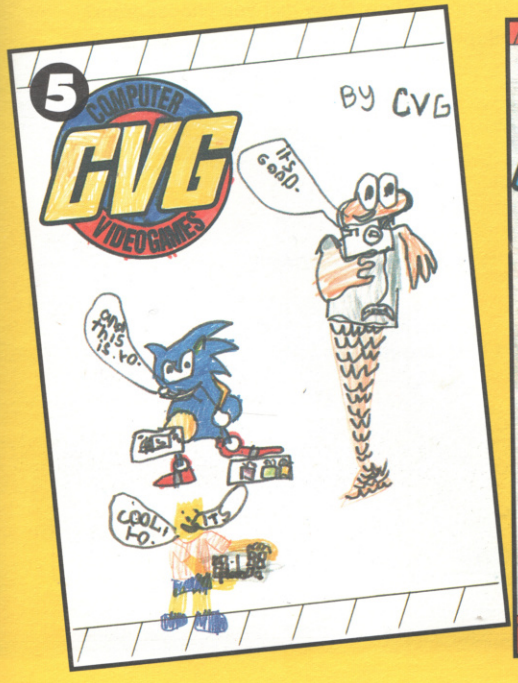
5 An ace effort from Mark Buckley (He's only six...aah!)

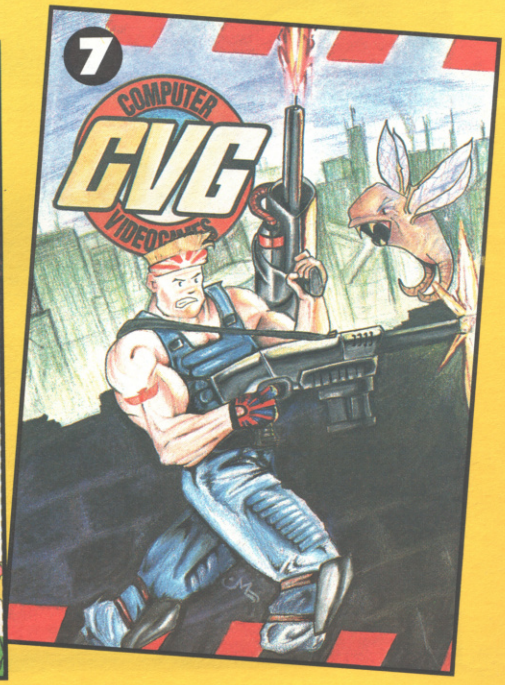
6 Another anonymous entry, but ooh, what a cracker!

7 Contra Spirit gets the cover treatment from Marcus Miller in Beds.



O CRAZINESS!





Win! STREET FIGHTER

HOW TO GET INTO THE ACTION!

It's real easy! Just pick up the phone and dial **0891-313 445** *you will hear the questions and answers. All you have to do is tick* ***A B*** *or* ***C*** *of each question which you think is correct.*

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Then fill in your details below, cut out the coupon and send it to:
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Don't forget *by sending us £2.50 to cover P&P you get an exclusive Street Fighter II, World Warrior Poster absolutely* ***FREE.***

All entries must be recieved by 15th August 1992.

Questions

1. **Which country is Blanka originally from?**
2. **What is the name of the brand new street fighter Arcade?**
3. **You can only choose to be one World Warrior, of how many can you choose from?**
4. **Street Fighter II will be released on the Super Famicom, which other console is Street Fighter I already available on?**

GET'EM RIGHT *and you could WIN!*

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Yes I want to enter the Street Fighter II competition and here are my answers:-

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3. A △ B △ C △
4. A △ B △ C △

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The maximum cost of call £2.88 if you are under 18 please get premission to use the phone. This line is unofficial and has no connection with Capcom. Street Fighter 2, Capcom & Super Famicom are registered tradmarks of their respective companies.
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II

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WIN!

WIN!

A HARO MTB! CRAZY MOUNTAIN MADNESS!

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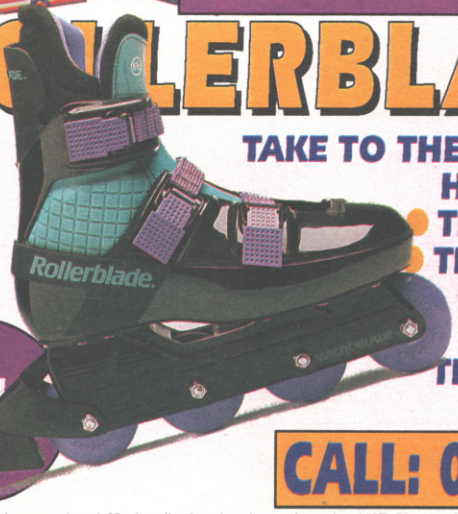

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acne MADNESS!!

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OH DEAR, HERE'S A BIT OF BOTHER. LUCKY YOU'RE A 'ARD!

I AM THE MASTER!

In two player mode you choose which fighters you're going to be (you can't be the same character by the way!). The winner is the one who manages to win at least two fights. Once you've successfully thrashed your friend you're awarded with a CVG hero badge, oh no sorry that's wrong. You actually let your head swell and jump around the room shouting 'I AM THE MASTER!' very loudly indeed.

RANMA

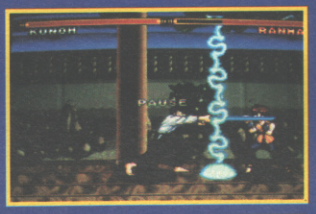
WHO THE HELL ARE YOU?

As there are eight fighters to choose from, it's a handy thing to know who can do what. But, make sure you don't tell your opposing friend!

RANMA & RANMA: These two are the main characters of the game, but that doesn't mean they're the toughest. Being brother and sister their moves are quite similar. Both of them have a pretty mega special move: a massive beam of energy and lethal all-round punch. They don't stand much of a chance against the likes of Kunoh, but they're good to learn with!

GENMA: This guy is a real hard nut. He may look like your grandfather, but your grandad doesn't have magic bolts firing out of his fists quite as often as this guy! He can leap around the screen at surprising ease and is equally as nimble on the ground. If you're facing Genma you'd better be prepared to do plenty of blocking!

KODACHI: The demon ballet dancer may look like a feeble excuse for a human being, but she's actually armed with some handy whackers (ooh err) and can cause serious trouble with them!



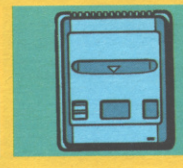
WHAT A BOY!

THANKS...
to Console Concepts
(0782 712759)
for the review cartridge.

SUPER NINTENDO

PLATFORM

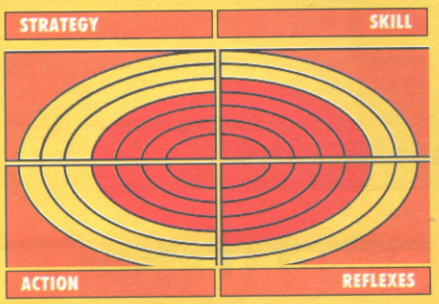
BY MICRONET
£35.00



It's time to brush up on your karate skills and prove you're the hardest face-kicker in the village. As they're only eight of you in the entire village, you shouldn't find this any trouble at all. Ha! That's what you think. Each person has special moves, hidden attacks and other such nasties hidden up their sleeves. Pick your fighter and enter the fight of your life. You can either play one player, which allows you to pick from the male or female Ranma, or two players, (if you've got any friends that is) which has the choice of all eight fighters. Are you tough enough to face all seven opponents, or kick your friend's face in? We'll see...

"OK, let's get one thing straight from the start: this may be Streetfighter's poor relation, but it's still one hell of a good laugh! Somebody obviously thought they'd beat Capcom to it on the Super Nintendo and it's all gone a little bit wrong, but the gameplay's so good it carries the whole thing through! Take on the computer and you'll have a fairly good time kicking the crap out of him, but with two players this one really takes off! Graphics are nothing to write home about and whilst some of the charcaters do look quite good the fairly drab backdrops let things down a tad. Sound is also pretty uninspiring, with fairly crap tunes and whiffy spot effects. Not that any of this really counts though. What matters is the fighting, and here you can have a whale of a time kicking your opponent. A fine laugh!"

TIM BOONE
035 CVG



GRAPHICS	%	72
SOUND	%	70
GAMEPLAY	%	90
VALUE	%	82
OVERALL		84

REVIEW

FIRE & ICE

AMIGA

PLATFORM

RENEGADE
£25.99

His name is Cool Coyote and he's a bit of a lad, really! He's a lean, mean, fighting machine with a hairy nose and a big problem with the evil Fire Wizard. This Fire geezer has conquered the world and it's Cool Coyote'sjob to kick his ugly ass. You start off at home in the arctic and make your way through seven worlds containing 30 levels - all with different climates. On your way you'll visit Scotland, travel under water and even fight in an Aztec temple! You'll also come across loads of different creatures and obstacles, so keep your wits about you and prepare to kick ass across the globe!

"Fire and Ice is another one of those Amiga games where everyone jumps up and yells "Ooh! It's just like a console game!" Gods had the same effect and it's amazing how excited people get just because a computer platform game scrolls smoothly! The graphics are slick and colourful. Sound effects are reasonable and the music is well done, but there's something missing. The gameplay is a tad too slow and soupy and the physics and sprite collision are a bit less than fair. The most annoying thing of all though, is having to hunt around levels for bits of a key that you'd missed earlier. This kind of aimless wandering may be what computer gamers have been used to, but it doesn't mean they have to put up with it forever. Fire and Ice is certainly one of the better platform games on the Amiga, but I don't think Sonic will be too worried"!

CVG 036 **FRANK O'CONNOR**

HE CAN'T SING BUT HE CAN PLAY PIANO!

I'VE GOT A SECRET!

Even though Fire And Ice is a massive game with over 700 screens, there are also secret levels and bonus sections everywhere. When you find these, simply collect as many bonuses as possible and try not to get suckered into walking out before you've grabbed the lot!

ON CLOUD NINE

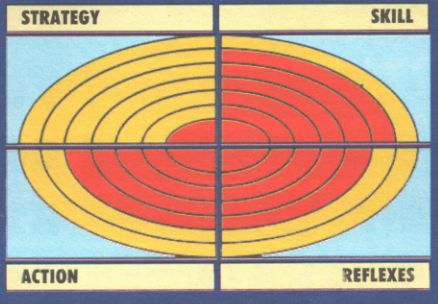
Power-ups, weapons and sonic barks(!) are just a few of the features you'll find, and you can also collect snow drops from the clouds floating around. Shoot the cloud until it turns dark and the goodies are yours for the taking. The sonic bark is a bit special too - it's a sort of R-Type beam weapon which destroys everything in its path, just like any sort of R-Type beam weapon should!

SHADES OF MARIO AS HE BASHES THE HIDDEN BLOCKS!

MULTIPLE MAYHEM

Multiples - they're everywhere! They've been seen in R-Type and Nemesis to name but a few, and now they make an appearance in Fire And Ice. But you've never seen a multiple quite like this before. It's a cute little puppy who's fairly fab except he tends to wander off while you're busy and is a real pain in the butt trying to find again! He's well worth it though, 'cos this little canine comes in well handy when it comes to handing out a good kicking...

UNDERWATER ANTICS!

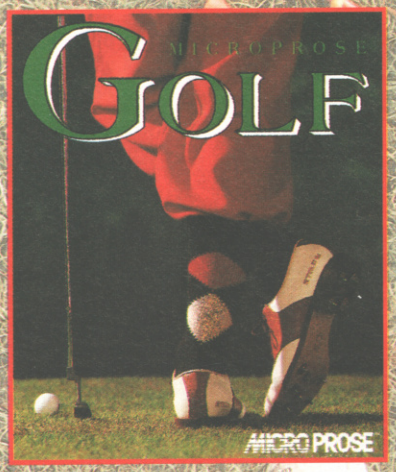


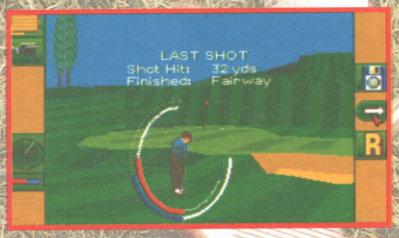
GRAPHICS	%	92
SOUND	%	83
GAMEPLAY	%	79
VALUE	%	85
OVERALL		83

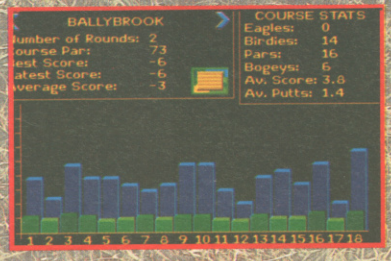
MICROPROSE

GOLF

A fair way ahead of the field...







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GET A LOAD OF THIS - YOUR MATE'S SPARK OUT BUT YOU'RE STILL UP!

SQUATTING ON THE PAN

One of the best things about the arcade machine was that there were lots of obstacles lying around the floor of the arena. Don't just avoid them though, pick them up and use them as weapons. A well aimed strike with a great big crate will knock lumps out of your average foe. Watch out though, because the bad guys can use these handy weapons too. Look out for knives also which can be used to stab or throw. These really do some damage but again, they can be used against you too. Strangely though, all these goodies are completely absent from the SNES game... what a stinker! The fact is, the game's not very interesting without the handy pick-ups and leaving them out seems very strange indeed, taking a lot out of the game.

WHAT HAVE I STOOD IN?

There are three fighters to choose from and you'll soon find a firm favourite. Ty is a top Kickboxer who uses a cool mixture of boxing and karate. His special move is a spectacular jump-kick. Kato is a kung fu master who uses the ancient Chinese art with speed and skill. His special move is a rapid succession of lightning punches. This leaves his guard down for a counter-attack. Buzz is a wrestler, he's fat and slow but very strong. His special move is so sad it's not worth doing!

PITFIGHTER

Oh dear oh dear, some girlie's just got your knickers twisted!

U-BEND ROLLERCOASTER!

At the end of each fight you will zip off to a bonus screen to rack up some points. You stand on a forklift truck while the money you have earned piles up. The points are awarded for time taken and moves used. In the arcade version, to get a nice hefty bonus, you have to kick the geezers while they're down. When they've fallen, you can jump on them and hit them with crates. Not only does this kill them quicker, it also gives you a massive score! Sadly though, there's no such bonus on the SNES version. What a bummer!

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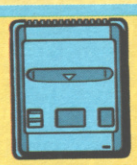
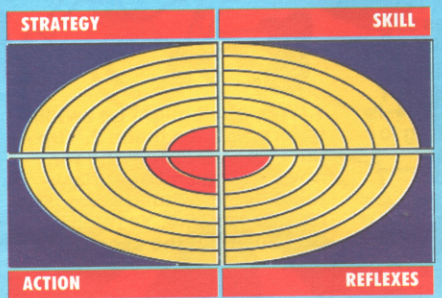


Kumite. The illegal martial arts contests which take place all over the world. Fighters from different schools of fighting assemble in dark warehouses and fight for money and sometimes for their lives. Three of the world's best, Ty, Buzz and Kato arrive at a secret location in New York, firm friends and training partners. They discover that a mysterious figure is controlling the fight. His fighter, a faceless man in a hockey mask must win at any cost...

"Well, here it is. Pitfighter on the SNES and what a treat it is...not. The Atari coin-op was an instant classic, with digitised graphics, superb animation and three-player action. The SNES version is a different kettle of fish. The graphics are only impressive until they start moving And then things go horribly wrong. The animation is totally tragic. There are very few frames and the fighters jerk spasmodically across the screen. Sprite scaling, the thing that looked ace on the arcade machine, has been totally ignored. The music is a sad travesty of a tune. Instead of butch grunts and screams, the blokes sound like they're throwing up. Playability is the saddest part of all. There isn't any because the game has no difficulty curve. The final opponent is easier than most, but you'll probably turn it off long before you reach him. So far, this is the crappest game on the SNES and possibly one of the crappest games of all time. Stinky, stinky, stinky! Avoid it like the plague."

FRANK O'CONNOR
CVG 039



GRAPHICS	%	69
SOUND	%	10
GAMEPLAY	%	25
VALUE	%	05
OVERALL		19

YEEEEUUURGHHHH! Welcome to another side-splittingly brilliant Yob's Mailbag, Britain's most outrageous letters page stuffed full with everything you need to know about games! Once again your host with the most has waded through your liveliest letters and come up trumps with the cream of the crap to supply loads of laffs to all and sundry - and a few punchline headlines to boot. If you think you're up to the standard of wit wisdom you'll find on these pages then fire off your best efforts to: YOB'S LAFF A MINUTE MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember I've got £100 in used fivers to give away to the best letters of the lot, odd bits of software to deserving causes and bog all except the odd insult for sad efforts like most of these...

YOB'S MA

AND THE NUN SAID: "CROCODILES!"

Dear YOB,
I reckon my brother (who is called Rachid) is the best Game Gear player ever! He got his Game Gear in September '91. At Christmas he got Shinobi. In February '92 he completed it and in January '92 he got Sonic and now he's just finished it. He's also nearly completed Wonderboy! So, is that enough to play the CVG challenge or what? I think he, at least, should have some software. How about WWF for my NES?
KEVIN BENAICHA,
Plaistow, London.

YOB: Dear Rachid, I reckon your brother (who is called Kevin) is the most annoying little toad in this month's Mailbag. Not only does he have a mouth bigger than the Dartford tunnel, he's also stupid enough to think you've set some sort of record. What about the rest of you lot out there? Who reckons they're the greatest games hero and why? Write in and tell me, and there may be a special prize for the best letter of the lot.

NO, IT'S JUST THE WAY I WALK

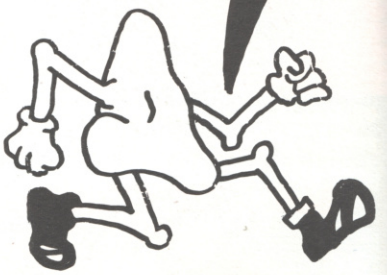
Dear YOB,
I'm a trifle bogged off at the fact that Sonic The Hedgehog is being released on the Amiga. It's not as if I want to be selfish or that I don't like the Amiga, it's just that I think Sega, like Nintendo, should use Sonic as a Mario type trade mark and not let the Amiga get the upper hand again.
PS The Amiga is a very impressive machine from what I've seen, even though I'm a Megadrive owner.
MIKE K-C TSE,
Saint Marks, Isle Of Man.

CVG 040

YOB: And you're not at all selfish, are you? Why shouldn't a character as skill as Sonic be converted if Sega give the game their blessing? Why shouldn't Amiga owners join the Sonic sensation? After all, enough Amiga games have been converted to Megadrive - or perhaps you'd conveniently forgotten about that. I don't know, some people. Incidentally, just to stop you being a sad and insecure Megadrive owner for much longer, I might as well tell you that if Sonic does make his way onto the Amiga the conversion will be timed to coincide with Sonic II on the Megadrive, so people like you can still crow on and on about your machine having the latest games. Happy now?

GOOD, YOUR NOSE IS RUNNING...

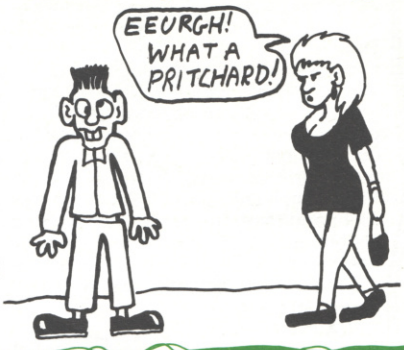
Dear YOB,
Hi. I'm the proud owner of a Megadrive and my friend is going to get a Super NES. My favourite type of game is a beat 'em up and I have got Streets Of Rage and I was wondering if you would answer a few questions for me: 1. Are there any WWF titles set for the Megadrive? 2. Is Street Fighter 2 going to be released on the Megadrive? 3. Are there any plans for Streets Of Rage 2? 4. Is it true that Nintendo are going to release a colour Game Boy which can run old Game Boy carts? 5. Have you heard anything about the Sega Gigadrive?
DEAN SLARK,
Someplace, Somewhere.



1. Yup, but it might be awhile before you see them. 2. Yup - but that's all I'm saying for now! 3. I haven't heard anything definite, but if there isn't I'll eat my cat. 4. Yes to the first bit, no to the second. 5. Yes.

SURPRISE! I'M THE BUS CONDUCTOR!

Dear YOB,
I read your so called Mailbag pages and want to say that you're sadder than Russell Grant, Noel Edmonds and Terry Wogan all crunched up into one person. I hate to inform you ('coz I love watching geeks like you making a prat out of themselves) but your spiky hair and polyester jacket went out with the Gazza craze. Come to think of it why is a cool cat like myself writing to an obvious scumbag like you anyway? Don't answer, just do your damn job and answer my excellent questions. **1.** Isn't my Game Boy the best hand-held out? **2.** What (not including those Mario geek games) is the best NES cart? **3.** How can I keep the constant swarm of gorgeous females away from me? (even studs need a rest.)
MA PRITCHARD,
Swindon, Wilts.



Broadly speaking, there are three types of people who write to Yob's Mailbag. 1. Intelligent people with decent questions about games. 2. Pretty useless, but I put up with them by putting them down. 3. Brain dead cretins who crawl out of holes and shouldn't bother waking up because nobody will miss them if they sleep in all day. Now we have a new category: 4. MA Pritchard of Swindon, Wilts.

YOB

HE DOES IT AFTER ONE PINT NOW!

Dear YOB,
I challenge you to an insult match. You crustation from a baboon's rear end, you fermenting parrot saliva, you steaming great bucket of horse cack, you Leeds United fan, you ape-house inhabitant. Beat that!
DOMINIC TURNER,
Blackpool.

YOB: OK, you win. You've summed yourself up perfectly and there's nothing I can add. Next...

HE'S JUST JUMP OUT WITH MY RUCKSACK!

Dear YOB,
I was going to write you up a bum-lick letter, but I thought again because I knew you would just insult me, so I decided to do it for you. OK, I am a prat on a brick. Looking in the mirror reminds me of a cat turd fresh lying on the pavement. I am an idiot, my family are all crap at everything and I pick my nose and eat it. How about sending me a T-shirt?
GEORGE WHEATLEY,
Chichester, W Sussex.
YOB: I would if you weren't such a cretin...

CVG 041

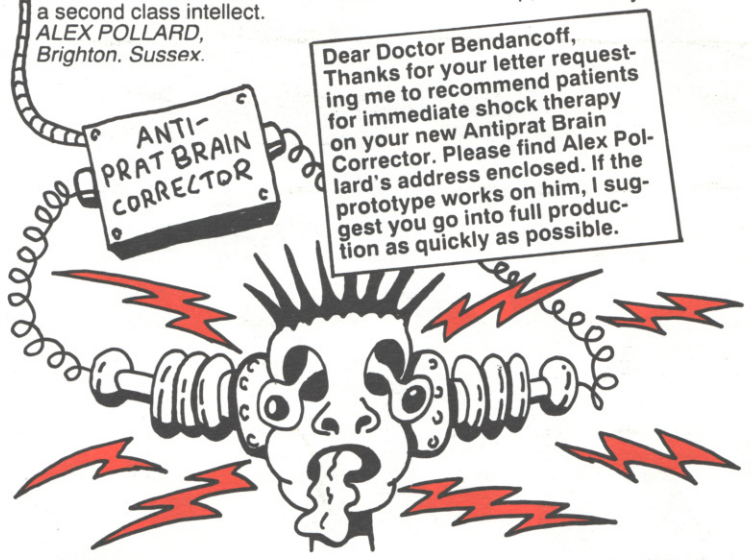
I WILL IF YOU WON'T...

Dear YOB,
How are we today, after the painful diarrhea spill last week? I bet you didn't think anyone could of smelled it after you emptied ten cans of deodorant in the room, you fat waste for space **(it's waste OF space you cretin! - YOB)**. Anyway, onto my point. Are computer systems going out of fashion, as you don't review Commodore 64 games any more or say anything about them. I ask this question because I own an Amiga 500 and was starting to get slightly worried as though this time next year everyone will be buying consoles and there would be no market for my loving computer.
What computers do you mainly use in your offices? I hope you don't use IBMs because everyone has one of them out here and they are really starting to piss me off in the third degree. I think your mag is absolutely cool and keep it the same as it is now (better than Mary Poopots any day of the week). I'd better not say much more as readers might get destructive and fart on my letter.
MATT WOODALL,
S Africa.

YOB: There's about as much chance of the Amiga going out of style as you knowing how to be funny, so you don't need to worry. Right now the Amiga is still the prime development machine for tons of games, so they'll be coming thick and fast for ages. In answer to your question, I use the Holostar 3000. It's a truly amazing machine - all I have to do is stick crap letters into the slot and it recycles all the utterly usuless ones into handy-sized sheets of two-ply. Somehow I think yours must have slipped through the net because I it took three good yanks to flush it away and I'm still feeling a bit rough around the edges. Next...

OH, THAT WOULD BE MY RABBIT...

Dear YOB,
I've got another depressing load of cacky questions. Here they are: **1.** Would you like a do-it-yourself golden buttock kit? **2.** Is it true that you've got a brand new pair of rollerskates? **3.** Why aren't you going to print this letter? **4.** How come I can't think of another question? **5.** Why do Americans always say things like 'jeepers' and 'gee'. What do they mean? **6.** How come when I poured chicken gravy all over my Super Famicom, it didn't work? **7.** I could kick your butt at Famicom Final Fight and Pilot Wings? **8.** I am thinking of having my hair like Ryan in Neighbours. Could you give me any advice? **9.** Why does my mum keep on nagging me to clear the dinner table while I'm writing this?
PS I have sent this letter with a second class stamp, because you have a second class intellect.
ALEX POLLARD,
Brighton, Sussex.



NO, I'M A FRAYED KNOT!

Dear YOB,
Can you answer these questions. **1.** Will there be a Streets Of Rage 2? **2.** Will there be Super Mario 4 on the NES? **3.** Is Super Mario 3 on the Amstrad? **4.** Is the Game Gear better than the Lynx? **5.** Which hand-held system is the best?
TONY MANOHARAN
Great, Britain.
YOB: 1. If I had one pee for every time somebody asked me this I'd probably spend all day standing over the china. 2. If I had another pee for every time I'm asked this one I'd need a balloon bladder. 3. And a set on incontinence underpants. 4. And bicycle clips. 5. And a boat to float out of the loo.

HOW ABOUT 20P A WEEK?

Dear YOB,
You're a scared git who doesn't use his real name so people don't kick crap out of him in Tesco. Now back to the insults. Your Mailbag is so crap it gives out as much information as a British Rail announcer and keeps with the flow of being crap every month. You are most definitely the biggest waste of molecules ever formed and your brain capacity only just rivals that of a Vic 20 with a damaged central processing unit. The information you give out or the lack of it is so out dated you must of had your head stuck up a monkey's ass for the last twenty years. You have such a warming personality, you should be a traffic warden and be out witted by the likes of R2D2. Now I have answered your invitation to insult you with such cunningness you could paint me red, stick a tail on me and call me a fox. I have a question (I know there is less chance of you finding the answer than me winning the £100) so here it is anyway, when will Police Quest III come out on the Amiga. Not too taxing hey?
TOTALLY COOL
Britain

Did your mother remember to remove the dummy from your bum before she sent you to school today? Just to warn you all: from next issue I'm only printing letters from people with the guts to use their own name, so pathetic verruca-heads like Totally here will be wasting their time and money if they're not hard enough to stand up to my wit and wisdom. You have been warned.

I CAN'T - I'VE KNOWN THEM SINCE THEY WERE THAT HIGH...

Yo YOBster!
How ya doin' matey? OK? Good, 'cos I've got a bone to pick with you and the rest of the **CVG** gang! In a certain issue (I'm not exactly sure which one), you described the GX4000 as 'a console which could go far in the console world.' What sort of tripe is that? Everyone knows that the GX4000 is about as good as having 468 pineapples shoved up your rear end! Were you and the rest of your 'crew' as you call them, quite right in the bonce? This has seriously ruined my belief in you. I thought you were a God-like genius. Ha! How wrong I was!
PAUL 'Whoopty-Doo' McPARLIN,
Aberystwyth, Wales.

Oh dear oh dear. Did the doctor mistake you for a leek when you were born and put you in his shopping bag next to the other vegetables? When we said the GX4000 should go far that's precisely what we meant - as far as possible from our sight. It's just a shame that you're a typical Taffy turd with no brain and the joke was wasted on your feeble mind.

A LITTLE RAW...

Dear YOB,
I thought I would write in and say what I think about the world of computers. About four years ago I got an Amstrad CPC 664. I thought it was amazing. Then last year I got an Amiga and put the old Amstrad in the spare room. Now I need some money to get some turntables and I can't sell the Amstrad because everybody now has consoles and handhelds. It's worth about £450 but I can't even sell it for £150. When I first started to read **CVG** it was for every computer, but now even you don't review games for the Speccy, C64 or Amstrad.
What I'm saying is that I know the world of computers is going forward, but you could still review games for the old computers. And another thing, why does it seem like everyone who reads your magazine seems to use words like "baboon", "fart" and "Marks & Spencer's"?
SCOTT BRIDGES,
Stafford.
YOB: Because they may be shuffling baboons with dry farts for brains, but all our readers know a good shop when they see one...

IF I FIND A CURRY IN HERE I'M NOT PAYING EITHER...

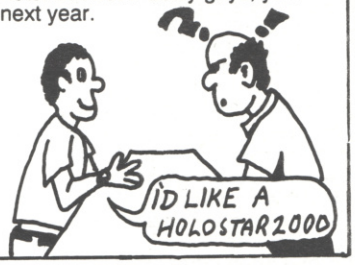
Dear YOB,
No, I'm not writing to you spamhead, I'm writing to that really mega, brill person Tim Boone. Since he has become Editor, **CVG** has vastly improved, I mean there are actually regular PC Engine reviews, sometimes more than one in an issue, ooer I've become moist with excitement. My mates and I, all Engine owners, have now started buying your fab mag again, instead of just flicking through it on the newsagent shelves and sticking the Megadrive review pages together with nose droppings. So here's to you Tim, the only happening guy at **CVG**.
PS Can I please have a T-Shirt Tim? Size L.
PPS Dominik Diamond is a spamhead. Tim for presenter.
DEREK GARFORTA,
Gt Yarmouth, Norfolk.

YOB: If it's a free T-shirt you're after, you've written all the right things. Trouble is, you sent your letter to the wrong place - which wins you this month's award of Saddest Man in the Mailbag and the special prize of YOB's first ever Certificate of Crapness. This is quite an accolade and you can be justly proud. Even Dominik Diamond hasn't got one, but then again he's not a sad shambling idiot with a brain the size of a used teabag like you. Next...

YOU COULD HAVE HAD CARPETS FITTED...

Dear YOB,
Ha! Thought you could fool us again with another hot piece of technical wizardry. I must admit I was fooled by your A-Miga-Drive scam but I am glad to say you didn't fool me this time. 'What is he talking about?' I hear you ask, it is of course your amazing April fool scoop about HOLOSTAR 2000 Home virtuality. I'm sure plenty of gullible readers were taken in by the Neo Geo and the Sega 3D specs with holograms on the lenses and those totally crap screenshots. But not I. Sorry guys, you will have to think of something better next year.
RICHARD CRESSWELL,
Solihull, West Midlands.

YOB: We've already got it planned. Next year we're telling everyone that Richard Cresswell is moving in next door, bringing his artificial intelligence, chronic flatulence and mind-numbingly boring letters with him...



THE BREAST STROKE, I THINK...

Dear YOB,
Only the other day I was blasting on Streets Of Rage, absolutely kicking seven bells out of Mr Big, and all of a sudden it hit me. 'This game is crap!' I thought. I've completed it several billion times and I now know where every baddy appears, even on hardest. It was then I caught the shape of a black object in the corner of my eye. As I looked, there it was. My dusty black Spectrum+. Feeling in a strange mood, I plugged in the Speccie for the first time in over three years. Reaching under my bed, I pulled a long cardboard box which contained dusty old Speccie games and after playing games like Olli and Lisa and The New Zealand Story, I thought, 'these games are brilliant, they're the most top quality games around, and they're not 40'. It just goes to prove that it's not graphics and sound that make a game. It's the gameplay that makes games. Take games like Klax and Tetris that are brilliant and have both scored in the 90's. Everyone take note: buy gameplay games, not graphics games. Otherwise you're wasting your money.
B SHINGLETON,
Leigh on Sea, Essex.

YOB: Does anyone hear an echo around here? I've been telling you lot for ages that it's gameplay that really counts above everything, which is why you'll still find people in CVG Towers glued to games like Asteroids on the Gameboy! As machines get better, the games get bigger and more impressive - but the second they lose sight of gameplay they're lost. Having said all that, I think you're being a bit sad and stupid about Streets Of Rage. Just because you've played it to death doesn't mean the game is crap. If anything it means you are because you haven't worked out that you need a new cartridge. Doh!

NOT EVERYONE GETS UP THE EIFFEL TOWER...

Dear YOB,
I am just writing in to complain about the Megadrive. The Megadrive costs a lot to start with, but it is the cost of the games which really get to me. It takes ages to save up for one game, and when you have, the game can usually be finished in a few weeks - even though it was meant to be quite tough. Then there is the CD ROM which appears to have graphics slightly better than the Megadrive's, and costs loads. There is so much speculation over it, and the whole situation seems in a right muddle. There are four types of CD ROM, and they won't work with any other machine except their own! You can also not use cartridges on the Mega CD ROM. I finish by saying that the Megadrive costs too much money and takes up too much time. If the games were cheaper, it would be a lot more popular.
TRISTON KIRCHER,
Colchester, Essex.
YOB: If you don't like your Megadrive, why don't you give it away to someone who will actually get some fun out of it. Then they could write funny and informative letters to me and it wouldn't be such a drudge replying to rubbish like this...

QUICK, SAY HAMBURGER!

Dear YOB,
As I was reading through this months copy of **(can't read the writing but I think it's some sad Sega mag - YOB)** and I saw the name Mercs so I went and checked out the ratings. It only got two out of five and the comments where 'don't buy it because it's crap', whilst in **CVG** it got an overall of 93 out of one hundred and the comments were basically 'buy it now!'. I own Mercs and it is excellent. I am certainly not buying **(still can't read the writing - YOB)** any more but I will stick to **CVG** because it's fab!
KARL ROSE,
Gibralter.

YOB: I keep telling people there's only one mag that really knows about games. After all, we're paid oodles of cash to sit about all day playing all the latest stuff so's we can tell you what's hot and what's not while other sad mags spend all their time trying to con you into buying them. Simple, eh?

FOOTPRINTS IN THE BUTTER

Dear YOB,
I am writing to you from down under and it's not a very pleasant site here for computer lovers. Why is it that video game systems are so rare down under? To my knowledge only the NES, Master System, Megadrive, Game Boy, Game Gear and Lynx is out in Australia. Not only that but there is a shortage of games out here as well. Hardly any good games come are here, the Game Gear came out not long ago and there are still only six games available for the system! Why do companies think Australia is not important? We may only have seventeen million people here, but most of us are computer loving kids! Doesn't the world think Australia is important enough? I would like to know if the Super Famicom and Neo Geo will be coming to Aussie land and if it does how much will it cost in Aussie dollars and when will it be coming out? If not, WHY? Please publish this letter as Australian computer lovers (including me) would really like to know.
PS Could you tell me how many bits the Neo Geo has?
JOHN CUIULI,
Australia
YOB: I'm going to put my sensible hat on here and say I have to agree with you. I think it's an outrage of outrageously outrageous proportions that Australians are treated as outcasts when it comes to games. I guess it must come down to distribution - you live in such an incredibly big country that shipping the stuff to your shops must cost a bomb. Why not play clever and order your goodies from reputable British mail order companies using international money orders? That way you'll get to play all the latest stuff with only a slight delay for postage. Maybe other overseas gamers out there have got better ideas. Write to the host with the most - I'll print some of the best and may even stump up some software for the top of the lot.
PS 16 and 8, but if you think that makes it a 24-bit machine you'd be as thick as one sad mag writer I saw say on telly...

HE CAN'T, HE'S GOT NO NOSE...

Dear YOB,
I own an Atari Lynx and think it's great. My Dad is into IBMs and we have just bought a new one. He says that once you buy a computer it becomes obsolete, because there are new and better ones coming out all the time. He also thinks this with consoles like the Megadrive and Super Famicom. However, I totally disagree with what he says about the consoles. Sure there are heaps of new IBMs coming out, but not always new consoles. When the Famicom came out he said it would be obsolete in a few months. Obviously not. Now that Sega have brought out the new Mega CD for the Megadrive, I think it and the Famicom will last for a long time, especially if the software houses keep producing games like Super Ghouls 'n' Ghosts, Mercs, Streets Of Rage and U.N. Squadron.
Is there any chance of Nintendo bringing out a CD ROM for the Super Famicom? If so, when, and how much? Lastly I would like to congratulate you on a totally brilliant mag. The new ***GO!*** magazine is excellent for all us hand-held owners, and is full of all the latest info.
STEVE RUSSELL,
Australia.

YOB: I think you're date went out of date when Thomas Crapper invented the flushing toilet. You've hit the nail on the head when you mention the CD ROM, because that's where the future of home entertainment must lie. The fact is that over the coming years one console will probably emerge as the standard, based on its superior hardware and games base. Then you'll probably find hardware manufacturers trying to improve on the machine, keeping software compatible in much the same way as home VCRs are sold today. Whether that standard console will emerge as the Megadrive, Famicom or something else entirely remains to be seen, but right now the development wetting pants everywhere is the Super CD for the Famicom, which should cost a ridiculously low £130 when it eventually reaches these shores. We've been running specials on CD technology for the last few issues now, so if you don't know what I'm talking about I suggest you go back and re-read them. In fact, the CD special we ran in the April issue was so far ahead of its time that some people actually thought it was an April Fool! It was all completely gen, so go read up on it now and keep ahead of everyone else like we do.

TROUBLE IS, WE HAVEN'T CAUGHT ONE YET...

Dear YOB,
Greetings from planet Quack. We are having nice weather here, the stars are shinning and there are no satellites about. My mate Twoddle has just got the very latest in computer entertainment here on Quack, it's the new Spectrum ZX81. I bet you're really jealous. I have recently purchased the mosque's main-base computer. It's got quite good graphics but I prefer the ZX81. I know you're supposed to solve problem because I have this unsightly growth on my bottom. I've tried Oxy 10 and clearasil but the woman in the shop recommends a blow-torch. A thing in my class called Peter Lowe, who is a many-moled being says you're a soft puff and he can kill you with his toilet brush and can of Mr Muscle. But my granny has the hots for you and she sends you a big sloppy kiss. She would like a signed photo of you so she can look at you every day. By the way I think your magazine is great, but where's the ZX81 reviews?
GURU NANAK & FUNKY MOO,
Planet Quack.

YOB: Sometimes I get the feeling they're just not paying me enough for all this. I mean, what do you do when drivel like this pours in on a daily basis and it's obvious someone's been drinking their eating their roll-on deoderant again. Maybe I should take the easy life and become a booby trap tester or kamaikaze pilot or Jeremy Beadle's best friend or something. Ideas, anyone?

CANDLES OUT LATER...

Dear YOB,
Here's my life story - I haven't got a console or computer. In the morning: Every day I go to school on the bus. My friends, Peter and Lee get their **CVG** mags out and talk about the games they've got and ignore me. At lunchtime: Everyone huddles round and talks about the Mega CD, Famicom and PC Engine so I'm left out. On the way home: All my mates go into Bitterne Bowl and play on the arcades then go home and play on their Megadrives, NESs, etc. At home (lonely): I watch GamesMaster, wishing for a console. I have 37.29 from working for ages, please give me that £100.
SIMON YOUNG,
Southampton.

YOB: Look on the bright side - your mates may have consoles and loads of cash for the arcades but at least they've never been insulted by the one and only Yob. Come to think of it, neither have you: which is a bit of a shame because it means you won't be able to show off and they'll still think you're a bit of a sad shambling travesty, just like I do. Oh dear, look what I've done - I've gone and insulted you. Now you will be able to swank around and prove you're the biggest games hero of all your crowd after all, even if you haven't got a machine and I guarantee they'll all be dead jealous. What an old softie I am...

HE'S HERE IN MY POCKET!

Dear YOB,
Why do lots of computer magazines around lie? You are one of the few exceptions. I am talking about what they print on their covers. One sad Sega mag prints at the top of the cover every issue 'Britain's Best Selling Sega Magazine', and yet so does another crap mag and about three quarters of British computer magazines for sale, and only one magazine is telling the truth. It bugs me and I expect it bugs other readers too. Anyway, before I sit down and have a slice of tea and a cup of cake, I would be very grateful (chortle) if you could answer these questions: **1.** Is Streets Of Rage any good for the Megadrive? **2.** Is Alex Kidd for the Megadrive worth buying? **3.** Will there be a Sonic II? If so, when? **4.** I own a Megadrive myself, but don't you hate the people who write in and say things like 'I own a Megadrive, from which I get immense pleasure....' (chortle) Thanks a lot! And keep up the great mag!
JOHN SPARROW (chortle)
Slough.

YOB: The reason CVG doesn't have to waste you time with crap claims is because everybody knows we're the world's greatest games mag, so why go on about it all the time when we could be filling the space with more games? Anyone will tell you that CVG, GO!, Mean Machines and Megatech are the best sellers in Britain, so we don't have to bother! Some snuffling mags will do anything to shift a few issues, and if you're unfortunate enough to buy one all I can suggest is that you save money on Andrex and put them to the functional use they so richly deserve. Anyway, seeing as you had the good sense to laugh at your surname, here are a few answers: 1. Buy it now. 2. Don't buy it ever. 3. Yep. Christmas. 4. I hate it when people write in and say they hate it when people write in and say they love their machines but I love it when people write in and say they hate people who write in and say they hate it when people write in and say they love their machines. (Gibber).

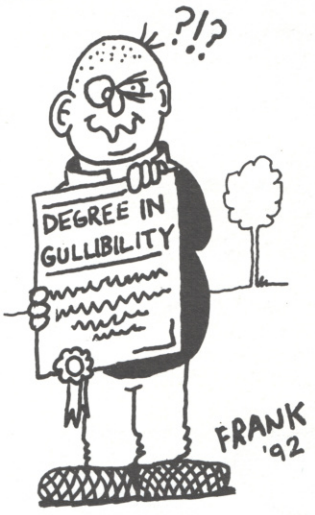
ONE TO HOLD IT, FIFTY TO TURN THE HOUSE

Dear YOB,
I buy **CVG** every month and this is the first time I have written to your totally, utterly amazing mag so please could you print this letter. I own an Amiga which I think is brill and I am thinking of getting a hand-held or an NES (mainly for Super Mario Bros), but I don't know which one. Could you please help me by answering these questions: **1.** Which is the best: the Game Boy or the Game Gear? **2.** Are there any plans for a coloured screen Game Boy? **3.** Will the 8-bit NES go 'out' when the SNES arrives in May? **4.** Which Amiga game is closest to the Super Mario Bros game?
LEE PRYCE,
Stafford, Staffs.

YOB: 1. If you don't already know by reading GO! there's no point in me telling you. 2. Yes, but my spies in the sky tell me it won't be able to use existing black and white cartridges. 3. Definitely not - there are tons of skill titles planned for the machine. 4. Probably Robocod. Great Giana Sisters from Rainbow Arts was a near-perfect clone, but you can't buy it because it was banned when Nintendo got all upset.

HE FLEW 57 MISSIONS

Dear YOB,
I read with great interest your report in ***GO!*** magazine, which contained details of the fabulous 'Game Plus' add-on for the Game Boy. As I own one of these Nintendo hand-held wonders (as well as an Amiga, Megadrive, Amigadrive, Neo Geo, SNES, Lynx, Game Gear and a Street Fighter II arcade machine) it would be a fabulous opportunity to be able to divulge in six button fun and frolics, especially with games like SF II and F15 Strike Eagle. Maybe even a conversion of Dungeon Master will make an appearance! Obviously I have already placed an order for this amazing piece of kit, and only 5,999.99 it was real cheap too! With any luck I should receive it by April 1st.
NEIL COLLMAN,
Hemel Hempstead.



YOB: Oh dear - it's time I put you straight. The fact is that Streetfighter II really is coming out on the Game Boy, and whilst the machine won't feature six buttons it will include all the moves thanks to combinations of the control pad and buttons. Apparently the game won't feature every single Streetfighter hero, but the programmers are trying to cram in at least four. We're told the backgrounds will suffer a bit because of memory restrictions, but all the gameplay will remain virtually unchanged. And if you believe that load of old drivel you'll believe anything because you do live in Hemel Hempstead after all...

SHE BURNS HER BUM ON THE LIGHT...

Dear YOB,
This 'Megadrive beats your Amiga' has gone a bit too far. I have a Megadrive, Game Boy, ST and a Nintendo and I am saving up for a Super NES and hoping to get a Megadrive CD ROM by the end of this year. No, I'm not rich, I've only got a part-time job, but, like most people, I enjoy a good game. The point is: if a person enjoys games so much, do they care what system it's on? If it is entertaining and, more importantly, fun, people will play it. Graphic quality is one major plus, so is sound but you can have a good game with poor graphics. Flicky on the Megadrive states my point, they certainly aren't the worst graphics, but the game is very playable.
When video games first came out, the graphics and sound were basic, but the games were great. One game I can remember was Tempest, this was a wire-frame game with only about four or six colours on screen, but I doubt if it will come out on a console (how much would the arcade cost?) Don't get me wrong, I like flashy graphics and sound as well, but I think there is equal room for both consoles and computers. The only point I think that consoles have the edge is in home piracy which is a sad way to get games anyway - try playing Indiana Jones adventure without instructions. I am proud to say all of my games are original.
Long live **CVG**, I've still got my first issue from December '89 with the gift, the **CVG** badge was on a cover and now is on my coat, and all the other issues to date.
PS Who drew the great picture of Harrison Ford on this month's issue?
MARK HOGG,
Burton-on-Trent, Staffs.
YOB: Harrison's mug came courtesy of the bloke who does all the film posters for the Indy movies! What else would you expect from the greatest games mag in the world? Second best?

YOU GET FOUR FINGERS IN A KIT KAT

Dear All Knowing YOB,
Just happened to be reading another magazine and noticed an Import ad selling the usual things: PC Engine, Megadrive, Super NES, Neo Geo etc. Then I noticed something that you haven't told us about in your mag. The PC Engine now has a Super System card (don't ask me what it is) and it also has a new CD player which doesn't have the loading problem which the old one had. Also, the Megadrive CD player and games. Also some stuff for Jazza who thinks he is the Mario Bros king. I can finish Mario 1 in under 10 minutes, Mario 2 with 68 lives left and Mario 3 in 10 minutes warping. But, I've only just got my Super NES and I'm not very good at Mario 4 - I'll get back to you.
SMURF,
Australia.

YOB: You've obviously spent so much time amassing your truly crap Mario scores you haven't been reading the mag properly. If you had, you wouldn't have had any questions to bother me with and I could have done something more interesting like counting the cracks in the pavement or watching John Major read the weather forecast.

YOU'VE RUN OUT OF CRISPS!

Dear YOB,
I have only seen the Super Nintendo once and that's in **CVG**. It looks fab and I am going to buy it in April but there's one problem: when is it coming out and how much is it? Please, please, please could you write back to me.
EVAN CRANSTON,
Dalkieth.
YOB: Is there anyone out there who knows less than Evan Cranston? Does anyone else still not know that the Super Nintendo should be out now for just under £150? Does anyone know where the hell Dalkieth is? Does anyone care?

TELL HIM TO TAKE HIS PICK...

Dear YOB,
You are a spotty faced social lepra **(Doh! - YOB)** and have a major inferiority complex. You seem to get off calling people names like 'git', 'prat' and 'festering turd' while ignoring the questions that you are there to answer. I know there are a squillion letters that are plain dumb and deserve what they get, but you even insult the sensible ones. I find this especially irritating when there's a question I would like to know the answer of and don't get it. Anyway, even though I hate your guts more than Wonderboy III on the Megadrive (that's hate, man) I'll end this letter sucky by saying **CVG** is the best multi-format mag around.
LUKE STATHAM,
Hepburn, Victoria.
YOB: Was there actually a point to all of this? When you were buying your stamp and sticking it on the envelope did you actually stop and think of the consequences of your actions? I'll spell them out: You've wasted your time writing this letter, wasted ink, paper and an envelope sorting it out, wasted spit sticking down the gum, wasted a stamp to send it, wasted more spit sticking the stamp down, wasted space in the post box, wasted the Aussie postman's time picking it up, wasted some sad pilot's time AirMailing it over here, wasted the British postman's time lugging it round to Priory Court, wasted Rob and George's time hauling it up to CVG towers, wasted my secretary's time opening it and wasted my time reading it. If that's not enough, I have to waste more time on this reply and you'll no doubt waste some more time reading it. End to end I reckon you've wasted about six man years of hard labour - and for what? Just to prove you're a waste of space. Well, you've done it - so maybe it wasn't such a waste after all.

SWIM FOR IT!

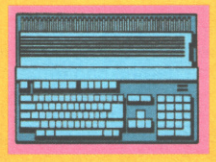
Dear YOB,
Hi! How are you keeping? Remember H. Kawashima of Oxford? He sent Jaz a brilliant tip for Super Mario Bros 3 which allows you to skip worlds two through to seven. This tip was printed in the Feb '91 issue of **CVG**. Unfortunately, one individual promptly copied this tip and sent it to another consoles mag. This isn't the worst of it, though - the tip was published in the Dec '91 issue of the sad mag and Andrew copped a massive £50 reward for it! How do I know he copied it from **CVG**? Well, it's like this: when you printed this tip there was a slight error. The first sentence of the second paragraph said 'The second one [flute] is on world 1-5'. As many owners of this brilliant game gave probably realised by now, the second flute is actually in world 1-3. This lad obviously isn't an owner of this brilliant game, as he copied this misprint straight into his letter! The best thing that could happen now is he buys a copy of Super Mario 3 with his ill-gotten gains and finding out what a right prat he is.
PS Please thank Tim, Paul and Frank for being the first to tell me about Super Mario 3.
JONATHAN DUTTON,
Glen Forrest, Western Australia.
YOB: You ought to be ashamed of yourself. Why were you reading another consoles mag besides Mean Machines in the first place? If you insist on doing that, things like this will keep on happening. Stick with the best, forget the rest and you might save up enough cash to move somewhere nice. Anyway, I think this boyo has already been punished enough. After all, they published his name and now he'll have to endure the ridicule of appearing in such a sad mag. Years from now people will still laugh at him in the street, and there's nothing any of us can do to help.

CVG REVIEW PROJECT X

AMIGA

SHOOT 'EM UP

TEAM 17
£25.99



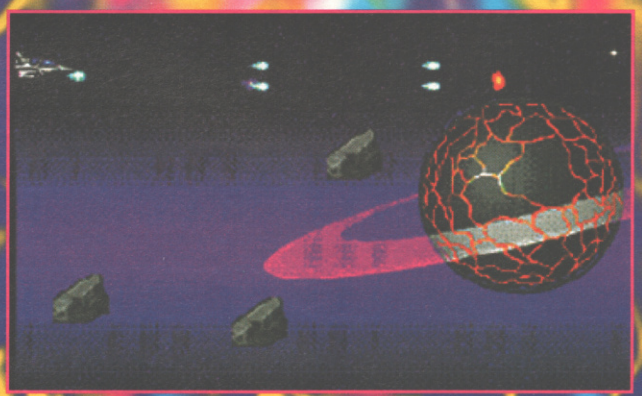
Welcome to the robot planet Ryxx, an evil-infested world and nothing but trouble to the federation ever since its discovery. The ruling computer network has launched dozens of unsuccessful attacks on the planet Earth and people are getting well sick of it so they decide to put you into a tiny little space fighter and send you alone and virtually unarmed to deal with this colossal threat. Wearing your special waterproof space suit, you first wet yourself and then head off into the darkest reaches of space. The federation have promised to send you a big bag of extra weapons if you're good so behave yourself, save the galaxy properly and don't forget to wash your hands even if it was just a wee...

BLAST THE BADDIES TO GET THE WEAPONS!

ICY WASTES AHOY!

WHAT A RIP-OFF!

Project X may be spectacular, but it's not exactly the most original video game ever. The game borrows elements from all kinds of horizontal shooters including R-Type, Aeroblasters and Salamander to name but a few. The weapons system has been blagged straight from Nemesis and most of the baddies have patterns and weapons from games like Darius and R-Type. The speedy tunnel sequences are blatant Aeroblaster copies and some of the background graphics are spookily similar to other horizontal scrollers. Just thought you ought to know!

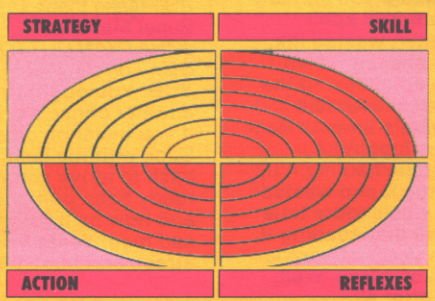


BACK PASSAGE ANTICS!

At the end of each of the six massive levels you get the chance to earn a ton of points and, if you're totally skill, a free life! You do this by screaming at a zillion miles an hour down a twisty, windy maze of tunnels collecting little glowing hoops - and if you collect all of them you get an extra life together with a big pile of bonus points. You really need those extra lives so this section is more than just a speedy distraction. Play it right and you'll probably have more free lives than you know what to do with!

"If you thought Team 17's Alien Breed was good, just wait until you get a load of this! Project X is quite simply one of the best shoot 'em ups on the Amiga so far. The combination of stunning graphics, awesome sound and nigh-on perfect gameplay adds up to a really impressive product. The difficulty rating is high, but patience will pay off - it's totally playable and slick with a mass of aliens to destroy and six massive levels! The control method deserves a special mention - you simply wiggle the joystick to select a new weapon - and presentation is flawless from beginning to end. Project X ranks among the best console games as a superb all-out blast and Team 17 have proved they're a force to be reckoned with. Another winner!"

FRANK O'CONNOR



GRAPHICS	%	90
SOUND	%	89
GAMEPLAY	%	90
VALUE	%	91
OVERALL		90

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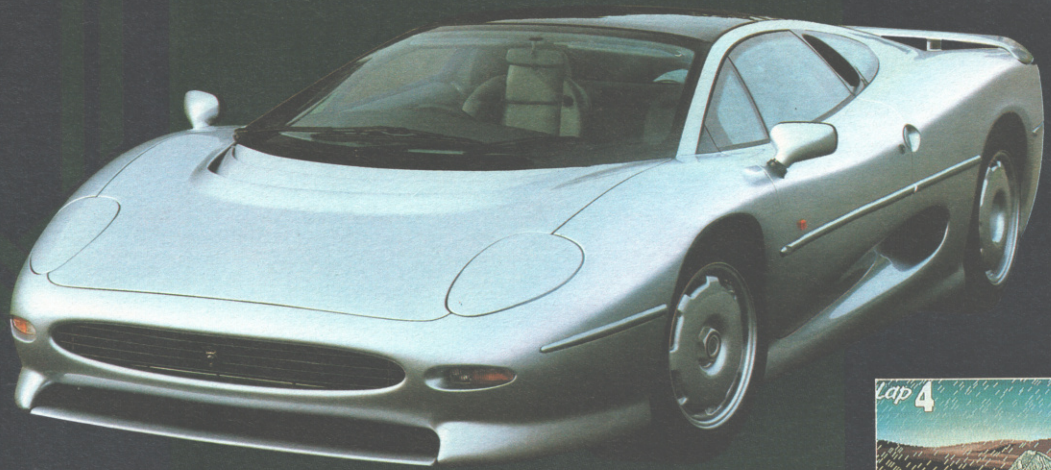

Available on Atari ST and Commodore Amiga (both 1 Meg only).

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CORE

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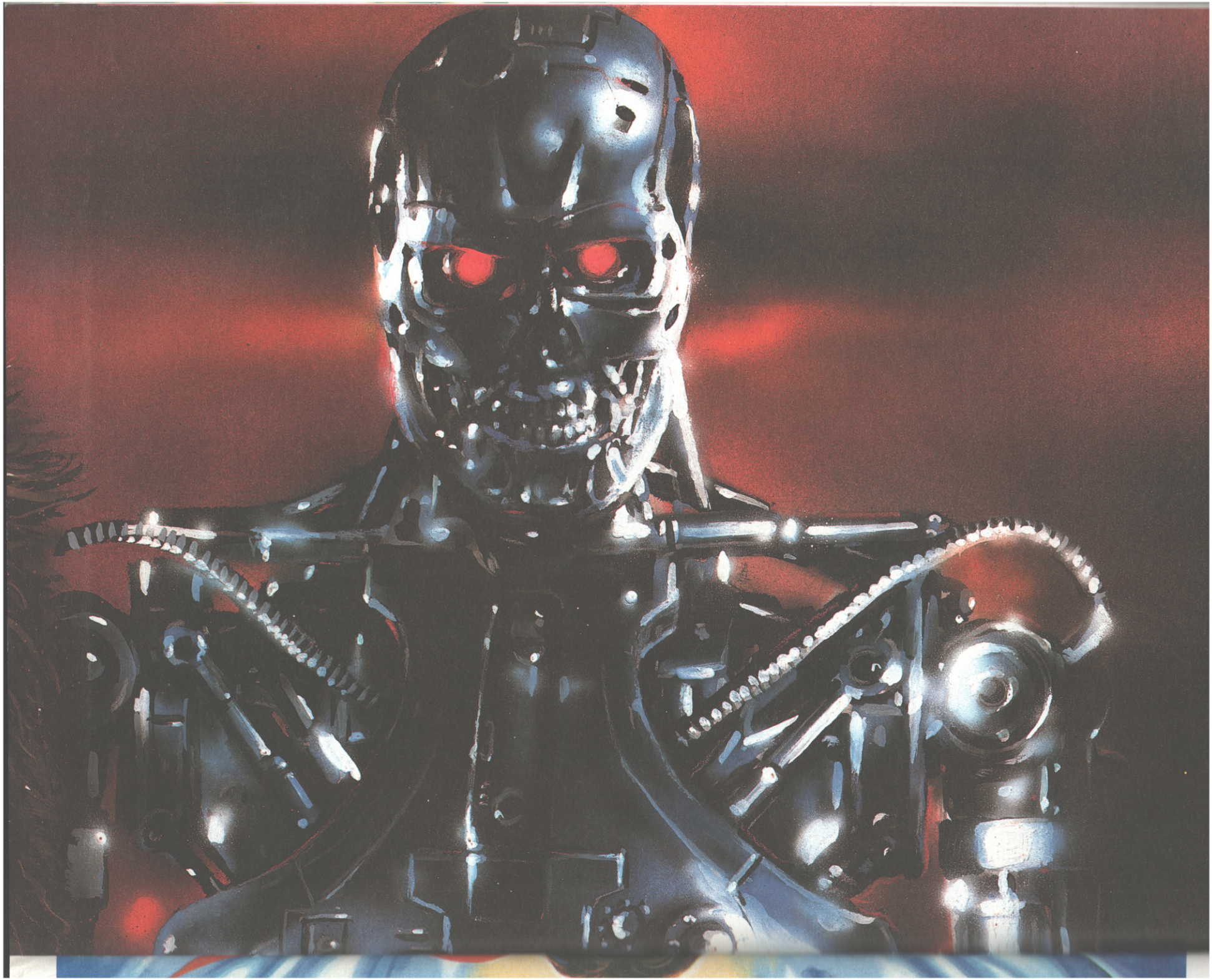
Screen shots taken from Amiga version

ACCESS VISA



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ISSUE 8 JUNE 1992

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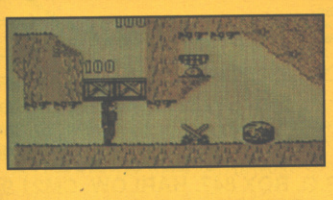


IN THIS ISSUE : MEGA MAN 2! ALIEN SYNDROME! NINJA SHADOW! RAMPARTS! MORE! MORE! MORE!

THE WORLD'S ONLY HAND-HELD MAGAZINE

GAT

AILAND: Boxing has returned to the o avenge himself who once flattened Dragon Punch. All s down the domino d he was a bit of a so he's come back ho stand against him. acks are the Tiger a devastating agon Punch - and the cal Tiger, although ng to tell you what uldn't be very ! New moves added pion Edition include hrow his opponents ast Flying Knee a boy!

AIN...

at it's now possible cters Bison, can now use all ing you off when the machine! human players to n and on about you ave adapted the ut the screen brother! es to master, new cters, so you're in he place to read all

WHO WILL TRIUMPH?

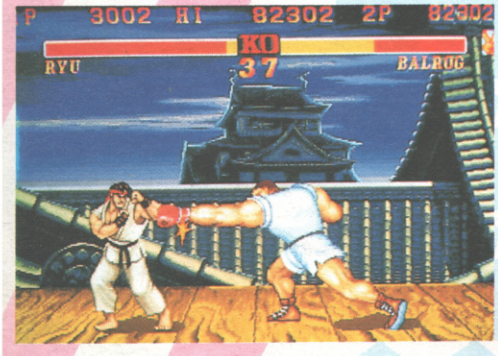
THE GREATEST ARCADE GAME

YES! No sooner does **Streetfighter '92** slam its way into your local arcade (and we get an arcade board in the office!) than the galaxy's greatest games mag brings you this outrageously brilliant and utterly FREE pullout guide! And if that's not enough, it's been put together by the people who know best - the **CVG** boys and **Mean Machines'** Streetfighter II champ Gary Harrod - one of the top players in the country! So without further ado here's our EXCLUSIVE guide to everything you need to know about the Championship Edition of The Greatest Arcade Game Ever. Kick ass!

VEGA

VEGA - SPAIN: Vega has re-entered the chamoionship to perfect his combat techniques after wiping out the entire crowd down at the chippy after they forgot to put vinegar on his saveloy. To him, the contest is more than just winning or losing, it's all about matching his athletic excellence with his ferocious fighting skills. Word is this boy's the fastest contestant in the line-up and that his speed even surpasses that of the legendary Chun Li! What he lacks in variety he makes up with special attacks that leave underpants dripping acros the world. His killing techniques, like the **Barcelona Attack** and the dreaded **Izna Drop**, are some of the deadliest in the game!

BALROG



BALROG - USA: Since his arrival in Las Vegas, Balrog has defeated all challengers in the ring and declared himself the greatest fighter in the world. Now he's busy searching for the ultimate contest before he blows all his cash on the fruit machines and has to get the bus home without a ticket and risk getting beaten up by the inspector...

He's the only character in the game with no kick attacks, which may sound a bit poofy but isn't 'cos he's hard as nails. All six buttons operate his staggering variety of punch attacks, which include a **Timing Punch** (a double strength rolling attack) and a well hard **Dashing Straight Punch** which can deck an opponent even if they block! He's also the proud owner of a great new move first used in this game - the **Smashing Head Butt**, which has to be seen to be believed!

EVER?

WHAT DID YOU SAY?

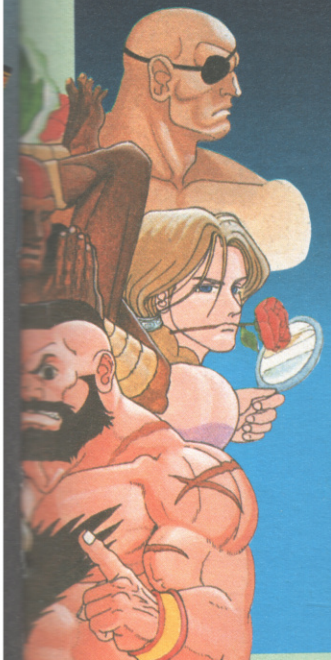
Capcom's **Streetfighter II** ranks head and shoulders above everything else as the most succesful arcade beat-em-up ever, and even makes the running for title of Most Succesful Arcade Game in the History of the World! First released just under two years ago, the game was an immediate runaway hit across the globe and you'll still have to wait around in the queue to get a go today! Loads of people who really should have known better put forward all sorts of theories why the game is so popular, but the end it's perfectly simple - it's the best beat 'em up there is!
Now, by popular demand, Capcom have programmed a new version of the classic game. Contrary to rumour that Streetfighter '92 would be **Streetfighter III** (that's still to come) the game is a special **Championship Edition** - boasting brand new features and graphics to keep the machine as the top of the arcade pile for a while!

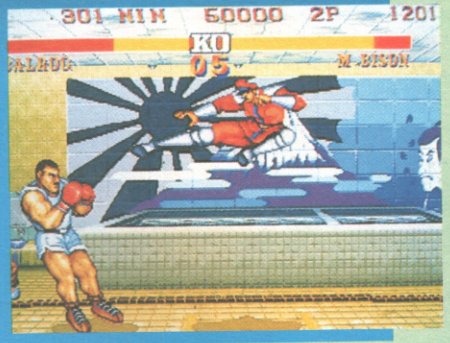
SAGAT

SAGAT - THAILAND: Boxing champ Sagat has returned to the tournament to avenge himself against Ryu, who once flattened him with the **Dragon Punch**. All Sagat's mates down the domino club reckoned he was a bit of a wimp for that, so he's come back to crush all who stand against him. Two of his attacks are the **Tiger Upper Cut** - a devastating Thai-style Dragon Punch - and the **Grand Mystical Tiger**, although we're not going to tell you what that is or it wouldn't be very mystical - doh! New moves added for the Champion Edition include the ability to throw his opponents and a super-fast **Flying Knee Attack**! What a boy!

BISON

BISON - SECRET SOCIETY OF SHADLUE: The mystical Ruler of Shadlue, Bison can harness the energies of the Earth to create a mystical aura with which to attack his enemies. No, that doesn't mean he hits them with a dry fart because he's a mystic and they don't do things lik that. Truly this lad is the most enigmatic character in the history of the Tournament, with special moves so secret we daren't tell you about them unless he unleashes a mystical aura in the office after a couple of chicken vindaloos.Challenge him if you dare and don't say you weren't warned!



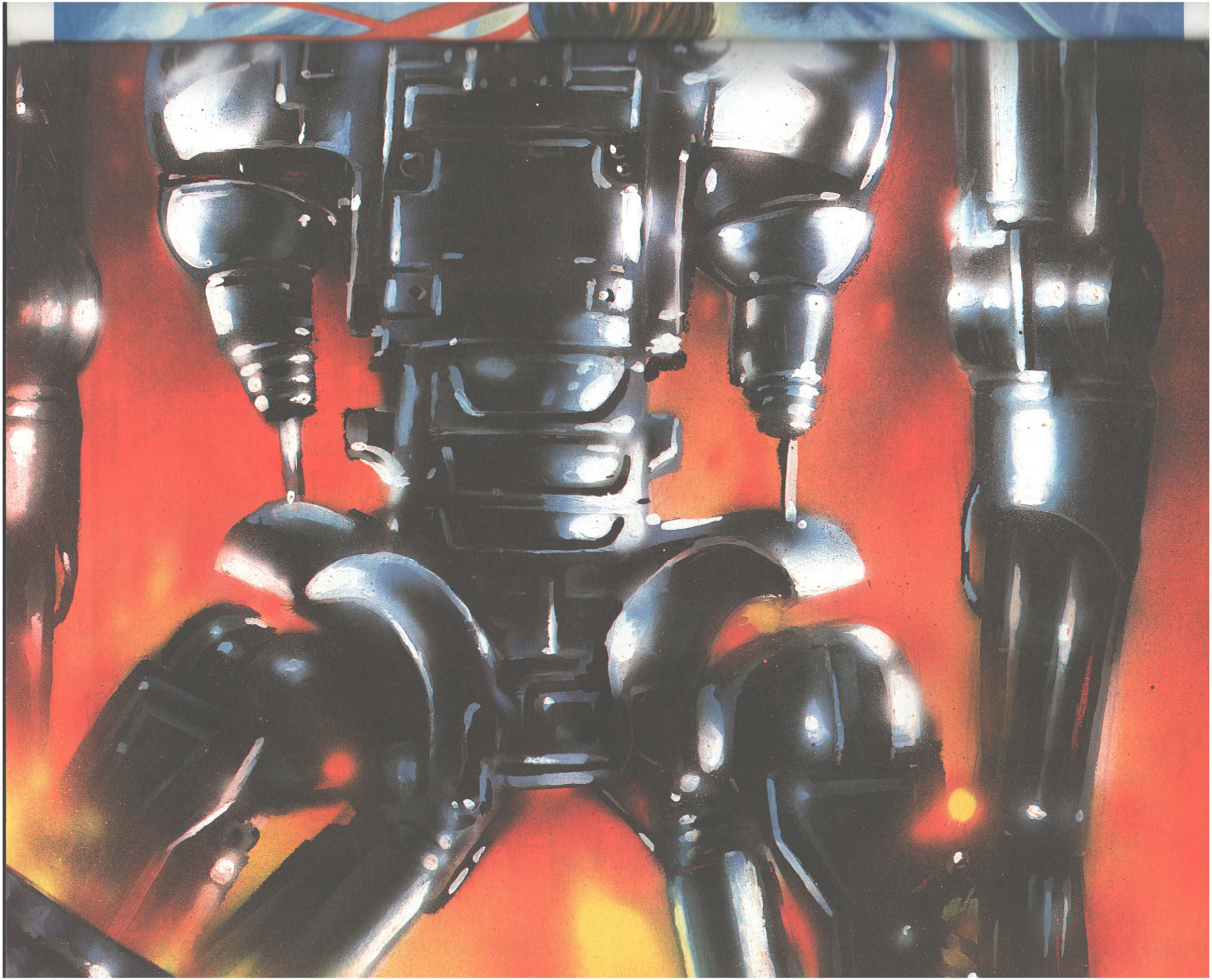


SAY THAT AGAIN...

The best new feature of the Championship Edition is that it's now possible to select the four previously computer-controlled characters **Bison**, **Balrog**, **Sagat** and **Vega**! What this means is that you can now use all those bloody annoying computer moves that kept finishing you off when you were s bit sad and kept getting your butt booted by the machine! Another improvement is that it's now possible for both human players to select the same character so that nobody can whinge on and on about you nicking the best fighter! Thoughtful as ever, Capcom have adapted the graphics so you can still tell who's who as you leap about the screen kicking seven shades of grey out of your identical twin brother!
Besides the four new characters with their special moves to master, new manoevres have also been added to the existing characters, so you're in for a few surprises from your old favourites and this is the place to read all about 'em...

WHO WILL TRIUMPH?

CHAMPION EDITION



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CHEAT MODE

When you're down, and feeling blue, there's just one thing that you should do. Grab a game - in fact, a load - and find a tip in Rand's Cheat Mode! Welcome to your monthly slice of tips and nonsense, and what a lot we've got! Cheats-a-plenty for a stack of formats, and part two of our amazing Secret Of Monkey Island II solution! What more could you ask? He wants tips. He wants cheats. He wants maps. He wants luxury villas in Cyprus and he wants you to send all your tips, cheats and generally sneaky info to: PAUL RAND'S STRAWBERRY BLONDE CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If yours is the tip-of-the-top and cream-of-the-cream-of-the-crop entry of the month you'll receive a bundle of software for your machine worth a staggering ONE HUNDRED AND FIFTY POUNDS! And who knows? If he's feeling generous, young Paul may even decide to give out the odd spot prize on top of the fame of having your name printed in the galaxy's greatest games mag! What are you waiting for? Get to it!

AMIGA

RODLAND

Tam and Rit may be having a hard time finding their mum, but **Stuart Atkins** of West Bromwich has found a way of making parental liberation that bit less of a task. Pause the game and press **HELP** five times to get infinite lives, then press **SPACE** and you will skip to the next level. Keep doing this to finish the game without having to do anything! Nice one, Stu.

TEST DRIVE 2

Oh no! I've lost the name and address of the lad who sent in this tip! But I simply had to print it anyway, because it's quite smart. Apologies to the fine tipster who has to remain anonymous...

Type **OUTRAN** to outrun everyone.

Type **AERF** to double acceleration.

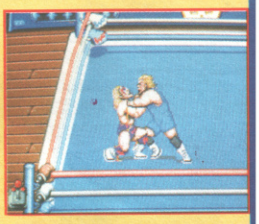
Type **GASS** to take you to the next gas station.

PITFIGHTER

That fine CVG hero **Josh Beck** of London SW6 reckons that if you type **LOBSTERS** while playing, then use the numbers **0-9** and **C** or **L**, it's possible to select a level and scrap whoever you like. What a star, eh?

WWF WRESTLEMANIA

The gruesome twosome, **Joseph** and **Andrew Reader** from Highworth, Wilts, have been grappling their way around Ocean's wrestlefest and have found the following tipette. Set the game to two-player practice then put one player up on the top-left turnbuckle and the other player as near to the same corner as possible. The player on the turnbuckle should then drop and kick the other player. You will now find that one of the wrestlers can walk through the ropes. That player should walk out of the ring, pick up the chair and bring it back into the ring. Press **ESC** and go to compete for the belt - the chair should still be in the ring!



PANG

Richard Roberts, Canvey Island's very own Super Panger, has been panging his merry way around the game and pang me if he hasn't come up with a couple of panging goodies for all of us:

Type '**What a nice cheat**' with spaces on the map screen. The screen will turn purple and you will be able to select any level. Alternatively, stand against a wall on the right-side border and continually shoot wires. You will not die unless a bubble hits you from the right.

MEGADRIVE

TWO CRUDE DUDES

This Megadrive conversion of the Crudebusters coin-op has gone down well with tons of you. People like well 'ard **S L Necek** from Derby, who'se come up with this crude but effective cheat:

At the end of each level, punch and kick the vending machine to get the Power Cola. But don't drink any - leave it all to gain an extra life!

DEVIL CRASH

A devilish pinball sim, and now there's a fairly evil passcode to go with it, courtesy of one **Ian Davis**, resident of Solihull, West Midlands:

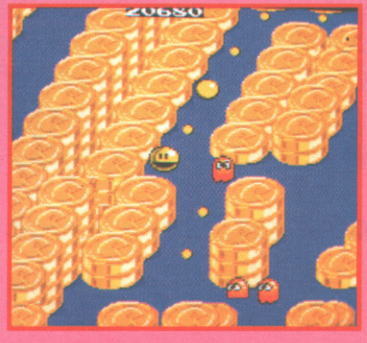
09563 35555 for 555,500 points and 33 balls.

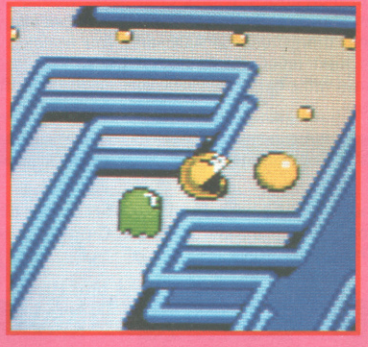
pits. Go over four holes then stop - there should be a star over your head. Jump down the hole - near to the left edge you will find a ledge to stand on. Jump over to the other side to find a bag containing ten apples!

MASTER SYSTEM

PACMANIA

Stephen Humby, Southampton boy and player of Tecmagik's great conversion of the 3D Pacman coin-op, says that to find the hidden level eat all of the dots but leave the power pills. Go to the object in the middle of the screen and you're away! Lumme!





STREETS OF RAGE

Quite a nice cheat, but the sender unfortunately forgot to send his name. He does, however, come from Abingdon, Oxfordshire, which is quite a nice place to be. If you recognise yourself, well done!

When the Game Over screen appears press **LEFT**, **LEFT**, **B**, **B**, **C**, **C**, **C** then **START** for extra continues.

MICKEY MOUSE CASTLE OF ILLUSION

Christine Webb, a lovely lady reader from Corby, Northants, is an avid fan of Disney's large-eared rodent, which is why she's played this game to death and come up with this apple-tastic tip.

On normal level (Forest), pass the first stage until you come to the area with the endless

NINTENDO

STAR WARS

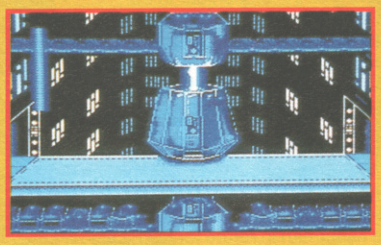
A stroke of good fortune for one of our Spanish readers, who wrote asking for tips on this stunning NES platform adventure. **Paul Midgley** from Horsforth, Leeds, is the man to thank for the following mini-guide, so take a bow

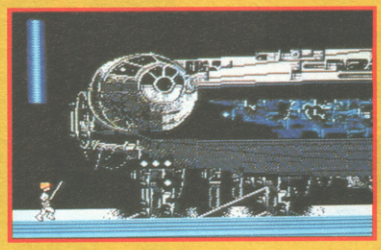
Paul!
You only have to enter one cave eight times to receive your eight shields.

You must collect R2-D2 before looking for Obi Wan Kenobi otherwise he will not appear in the main ship.

To deactivate the tractor beam select Han Solo and jump onto the first ladder on the right. Go up quickly and fire at the hole six times - you may have to repeat this 2 or 3 times.

When you have all the characters in the main ship you can use Princess Leia or Han Solo's life to the minimum of one unit, then select Obi Wan to restore all the lost energy. If you die, Obi Wan can resurrect both characters and energy three times only.

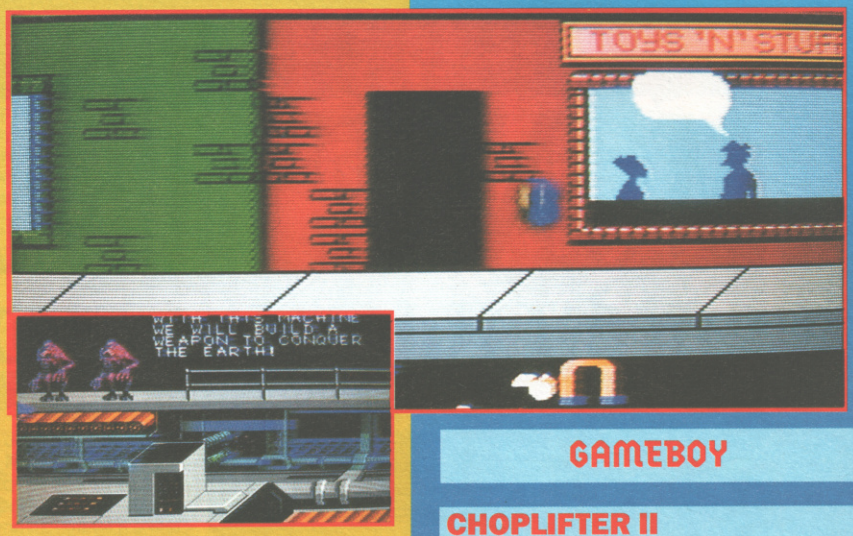




SUPER MARIO BROS 3

He picks up coins, eats mushrooms and has a large caterpillar on his top lip. He's **Willem Schungel** from the Netherlands and he's found a sneaky way of bumping up your lives in the best NES game ever!

At the abandoned fortress on level seven, find the switch block and activate it, then collect as many coins as possible. Go through the door and activate the switch block again - keep repeating the procedure to get loads of coins and loads of lives!



THE SIMPSONS

]Have a cow, man! Just like **Christopher Pace**, down Pontypridd way in Mid Glamorgan, a chap well-known for having cows. Aye Carumba!

On level three, walk into the first building and go to the first platform. Walk under the air pipes and wait for a couple of seconds - fifteen coins come shooting out at you

GAUNTLET

Red warrior, you are about to die. But not before you try the following from **Thomas Gurd** of Southampton, 'cos he's a bit of a lad after all!

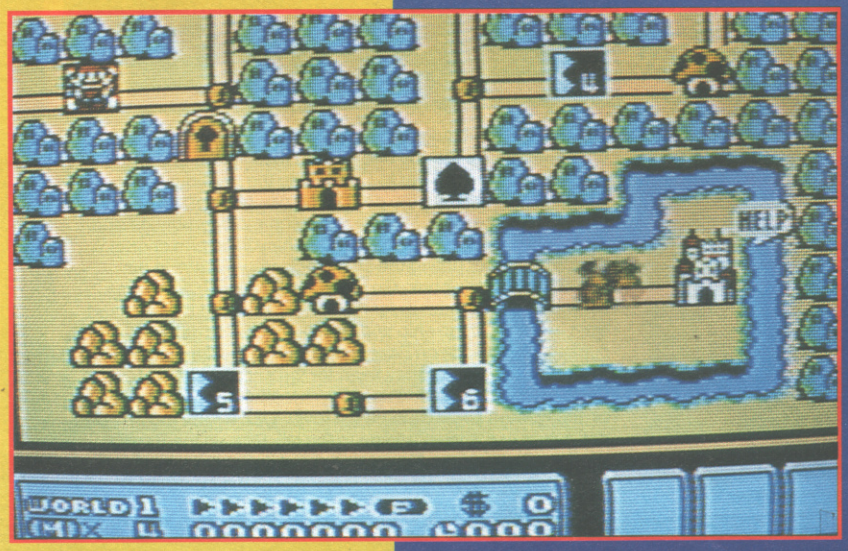
There are warps on levels 1, 5 and 94 - shoot the walls until you find them.

He's also sent the code to level 79:

42C BB1 HZZ

MEGAMAN 3

Christopher Philips, resident of Hullbridge, Essex, has found a way to get to the last level with all weapons and bonuses. Just try the following password:
A1, A3, B2, B5, D3, F4



GAMEBOY

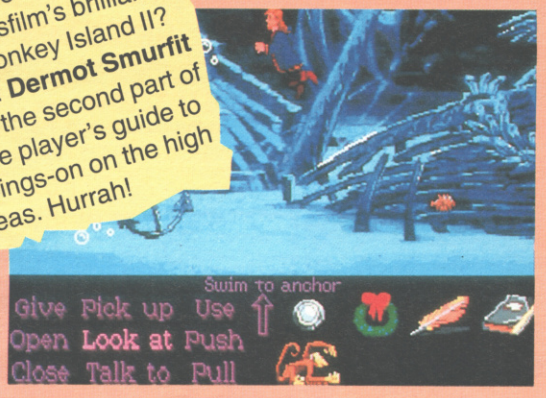
CHOPLIFTER II

Jump into the cockpit and, like **Neil Williams** from Caerphilly, give the following passwords a roll in this top-rated Game Boy blast!

STAGE ONE LEVEL TWO
SKYHPPR
LEVEL THREE
LKYBYSS
STAGE TWO LEVEL ONE
CHPLFTR
LEVEL TWO
BYMSFWR
LEVEL THREE
RGHTHND
STAGE THREE LEVEL ONE
GDGMPLY
LEVEL TWO
TRYHRDR
LEVEL THREE
SPRYSKS
STAGE FOUR LEVEL ONE
CMPTRWZ
LEVEL TWO
CHPYBYS
LEVEL THREE
VRYHPPY
STAGE FIVE LEVEL ONE
GMBYQZD
LEVEL TWO
LVLYTYZ
LEVEL THREE
GDDYGMZ.

SECRET OF MONKEY ISLAND II
LECHUCK'S REVENGE

You want the rest of the solution to Lucasfilm's brilliant Secret of Monkey Island II? You've got it! **Dermot Smurfit** returns with the second part of his massive player's guide to ghostly goings-on on the high seas. Hurrah!



Exit the alley and go talk to the fisherman at the end of the jetty. A few insults later and he'll challenge you to a fishing competition. Leave the island and go to Booty Isle. Pay a visit to the Costume Shop and pick up your fancy dress (literally!) by giving the invitation to the shopkeeper. Make your way over to the small structure on the path to the Governor's mansion where you'll give the LeChuck Guard your invite and begin the drag act in order to proceed. Once at the mansion, join the revellers inside and grab the map piece off the wall and try to leave the grounds. One beating later and you'll come face-to-face with ex-love Elaine Marley. Sweet-talk her until she dramatically does away with the map fragment. Sprint outside and chase it for a while until it gets blown to the cliff-top. Go back into the mansion and climb the stairs to Elaine's room. Steal the Oar off the wall and make a break for the outside. At the door, pick up the Dog. Now, walk round the side of the mansion and rattle the dustbins. The cook will appears and chase after you. Lead him to the front of the mansion then continue around until you've left him behind and you're back at the back door. Inside you'll find a basket of fish. Grab one and exit. Leave the mansion grounds and head for the Big Tree. Use the oar in the hole, next to the one with the plank stuck in it. Now try walking up them. One nightmare later, pick up the broken remnants of the oar. Go back to the town now and call in on the Booty Boutique. In here, buy a ship's horn, the rusty saw and the sign on the wall. Now use the Parrot Chow bag on the hook which held the sign and you'll be able to buy the mirror.

Return to Scabb Island and give the broken oar to the Woodsmith, who will mend it for you. Call in on Wally and give him the lens as a replacement for the monocle. Go to the three lazy men next to Mad Marty's and saw off the first man's pegleg. Make a sharp exit and return to the Woodsmith. He won't be there - he's out fixing a pegleg, so you can grab his hammer and nails. Visit the Bloody Lip Bar and use your Library Card to buy two drinks - a Bluebeard's Baby and a Blue Whale; you'll receive a free straw too. Mix the two to get a green, spit-thickening drink. Now use the Banana on the metronome and grab the Monkey. Head back to the ship and sail over to Phatt Island, where you give the fish to the fisherman in return for his Fishing Pole. Sail to Booty Island and get a leaflet from Kate. Enter Stan's Coffin Shop and ask to see a coffin. Once he jumps in one, close the lid and nail him inside! Now you're free to grab the Crypt Key off the wall. Don't forget to let Stan give you his complimentary handkerchief first. Now go to the Spit Competition and blow your ship's horn. Once the Spitmaster leaves, rearrange the flags a little. Now use the straw with the green drink to get up some high-tensile phlegm! A few spits will soon yield a prize of a plaque. Sell the plaque to the Boutique Keeper for 6000 gold pieces.

Go to the cliff edge and use the fishing pole to lift the map off the ledge. Follow the bird back to the big tree and use the plank and reinforced oar to to get up to the treehouses. Enter the large one and use the dog on the pile of maps to get the first piece of the map. Now go to the top-most treehouse and pick up the telescope. Head back to the village and charter Kate's boat after noting the shipwreck co-ordinates in the Great Shipwrecks book. Go to the co-ordinates on the map and dive down to search for the wreck. Take the money head from the prow of the ship and use the anchor to get back to the surface. Once back on Booty Island, go to the Boutique where you can swap the monkey head for the second piece of map. Head to Phatt Island and use Kate's leaflet to cover your face on the wanted poster. Leave the town, watch Kate get arrested and return to the town and go to the jail. Pick up the Vanilla envelope and get the Near-Grog out of it. Set Kate free and then go to Governor Phatt's mansion. Tell the guard that there is a fire in the kitchen to get rid of him and go upstairs to the

bedroom. Use the other useless book that you got from the Library with the book on the Governor's immense stomach. One Indy rip-off later and you've got a book of famous pirate quotations! Now, zoom off to the waterfall and walk up the path by its side to get to the pump. Use the monkey on the pump and walk back down and enter the newly-discovered gaping hole. At the other end, head to the cottage and try to kill the retired pirate. He will challenge you to a drinking contest instead.

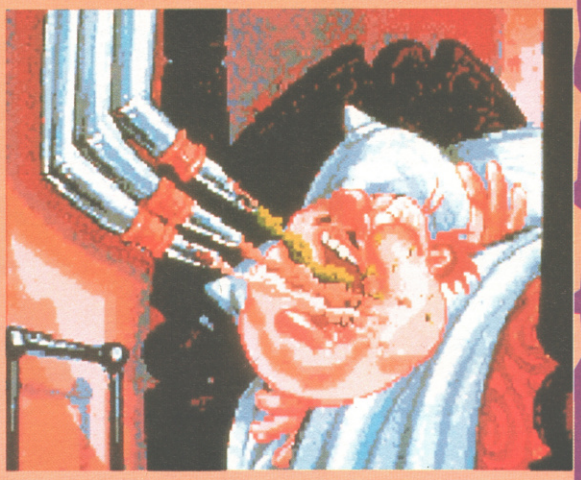
Use the grog on the pot-plant and refill your mug with near-grog. Once the other pirate is paralytic go outside, picking up the empty mug along the way and putting the mirror in the empty frame before you leave. Don't forget to open the shutters as well! Now use the telescope on the statue. One enlightening moment later, go back inside and push the brick which is pointing out at you. In the basement grab the third piece of map and exit via the hole. Go back to Scabb Isle and get the ashes from the Crypt in the cemetery using Stan's key. To get the ashes you have to look at the book of pirate quotations. Now try to find the coffin with the quotation matching that of Rap Scallion in the book. Open it and grab a handful of his ashes. Now take Ash-2-Life, pick it up and give the ashes and the book on voodoo recipes to the Voodoo Woman. Now go back and put the Ash-2-Life potion on the rest of Rapp's ashes. Agree to check the gas in your newly-resurrected friend's Weenie shack on the beach. Use the key he gives you to get inside and turn the gas off. Go back to him and re-resurrect him to get the last piece of the map. Now take all four map pieces to Wally, who'll ask you to run an errand for him. After collecting the love bomb and matches from the Voodoo Woman, go back to check on Wally. He's gone - kidnapped by LeChuck. Return to the swamp and climb into the crate there to get shipped off with some very slithery friends

PART THREE: LECHUCK'S FORTRESS

Walk to the right and ascend the steps. You will now be in the sign room. The next part of the game is mainly trial and error. Walk to either right or left and try the bony things with symbols beside them. Push them and step through. Some of them will just bring you straight back to the sign room but others will plonk you back out through a big bony thing, somewhere else along the corridor. When this happens, go back through the bony thing you've just come out of. Keep doing this until you end up in the hall to LeChuck's throneroom. Don't bother with the locks, just use the big door and you'll open the doggy door in the middle. Step through into the throneroom and try to pick up the jail key on the wall. LeChuck will now capture you and hang you over a pit of acid. Use your straw with the green drink and spit on the shield to your right. Keep on spitting onto it and eventually you'll put the candle out with some neat deflection. When you're in the dark, use the matches.

PART FOUR: DINKY ISLAND

Pick up the bottle, the martini glass at the bottom of the still and the crowbar. Use the crowbar with the barrel to get a cracker. Give the cracker to the parrot. Make a note of the directions and head to the bag suspended from the tree in the jungle (go left in the jungle as you enter from the beach). Use the crowbar on the bottle and then use the broken bottle to slash the bag open. Pick up the cracker mix that falls out. Return to the beach and fill the martini glass with sea water. Use the glass of sea water with the still to get the salt out and then use it with the cracker mix, to give you another two cracker. Talk to Herman about his philosophies until he asks you a question, then return to the jungle and get the rope from the box. Open the box and take out the dynamite. Follow the first set of parrot's directions and give the parrot another cracker. Again, follow the parrot's directions and give him the last cracker. He'll now tell you how to get the cross. Go there and Herman should appear and show you a shortcut. Go back to the cross and use the shovel on it. When you hit concrete, light the dynamite and use it in the hole. Now you'll end up on a pillar of rock. Tie the crowbar to the rope and use it on the metal rods above you. After a quick chat to Elaine you'll end up in the dark. Swish the mouse cursor around until you find the light switch, and turn it on. You'll be transported to the room next door. Here's a list of this t do in the rooms you can get to. In the room where you landed, pick up the ticket from among the treasure chest remains. the next room to the right is the elevator, which we'll come back to later. The next room is full of empty or closed drawers. There's also a grog machine here. Use the coin return slot and a penny will drop out onto the floor. Wait till LeChuck comes in and bends over to pick it up. Quickly pull his underwear and give him a Victory 'V' - this will give you his grotty undies.



He'll now transport you to another room whether you like it or not. In the next room you need to open one of the boxes on the floor and get the voodoo doll; you'll also find a balloon in one of the boxes. You can also get the root beer and try using it on LeChuck! the next room along you'll find your parents. Take the head from your Dad! You'll also find a syringe in the medicine drawer. Check the bin and take the pair of surgical gloves from it. Now return to the room with the grog machine in it and use both surgical gloves and the balloon on the helium cylinder. You'll now be light enough the use the elevator. In the corridor, wait until LeChuck appears and give him Stan's handkerchief. He'll use it and give it back to you all snotty. Now go to the elevator and use the call button. When the doors open, walk in and wait until LeChuck appears. Now quickly pull the lever and you'll trap his beard in the doors. Pick up the crusty beard piece. Now put the beard, skull, underpants, handkerchief and voodoo doll in the voodoo bag. You'll now have a voodoo doll of LeChuck! Go back down in the elevator and use the syringe with the voodoo doll when LeChuck appears. When he walks off, follow him and pull the leg off the doll. When asked, pull his mask off and...

THE END

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MARIO LEMIEUX HOCKEY

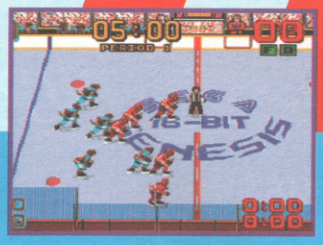
He's mad, he's bad, he's got a very silly name and he plays ice hockey. Mario Lemieux is one of North America's greatest ice hockey exponents, although nobody in this country has ever heard of him. There are a ton of ice hockey games available on consoles and it took EA Hockey to get everyone interested. Well, this game takes a similar format in that it's a sort of scrolling soccer on ice. Diehard hockey fans will probably be well miffed at that description, but that's exactly what it is. The object of the game is simple - pass the puck and score goals. Use whatever means necessary to get that disc in the net, and a bit of violence isn't always out of the question...

"Yet another console Ice Hockey game and here was me thinking that EA had the genre wrapped up. Well, fact is, they still do! As groovy as Mario Lemieux is, it just doesn't compare with the fast pace and the smooth graphics of the Electronic Arts masterpiece. The actual presentation of Mario Lemieux is fabulous. Smart graphics, good sound and a massive array of options. The scrolling is smooth, the controls are fine and the game moves and plays perfectly well. The fighting breaks up the game nicely and you may find you'll have more fun scrapping than playing. Sadly however, there seems to be something missing. It could be speed, it could be that spark of addiction, but the fact is, the game just ain't right. It's all Electronic Arts fault you know. If they would just bring out a mediocre sports sim once in a while, all the other software companies would be in with a chance. Not a bad effort, but by no means an essential purchase."

FRANK O'CONNOR

TOTALLY SKILL!

You can set up the skill of your team based on six characteristics - Shooting, Power, Speed, Passing, Defence and Goalie. You can only award a certain number of points to these levels and so you have to decide what your idea of a well balanced team is. Once you've assigned the points to the characteristics, you can save these by means of a password system. The default settings are reasonable enough, although the computer selected goalie is rubbish. He lets in just about everything and causes penalties! What a sad space waster!



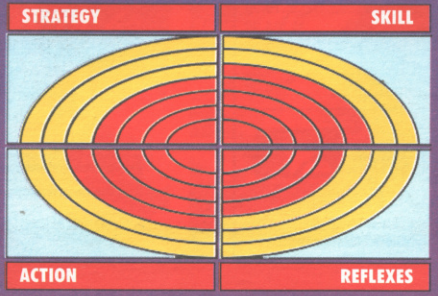
FACE OFF STUPIDITY

The Face Off happens on several occasions during the game. If possession of the puck is in dispute, then the captains of the two sides have to battle for control of it. This seems to happen quite a lot, especially when the goalie gets done for holding the little blighter, and a combination of frantic button pressing and blind luck decides who gets it. The silly thing about this is that if you do get the puck your player automatically slams it to a member of the opposition and it's actually worth losing the puck just to gain possession. This tends not to happen when you're at the far ends of the rink so be careful!

SHOOT THAT PUCK RIGHT AND THE CROWD GO WILD!

KUNG FU CAPERS?

You can duck, sway, punch, jab and uppercut and the loser gets sent off to the sin bin, so it's well worth winning the scraps. The shame of defeat is bad enough, but it also means you're one man down!



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SOUND	%	68
GAMEPLAY	%	73
VALUE	%	72
OVERALL		71

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CVG OFFICIAL U

Dear Wimp's...

WELCOME to the Official UK High Scores, the Hall Of Fame for the finest gamesplayers of them all. On these pages you'll find all the heroes whose gaming skills have earned them the right to fame in the only chart that counts. It's obvious that all of you have been working hard this month and it's taken me two weeks to sort through all the entries. Don't think you're out of the frying pan yet though. If the standard slacks, disciplinary action of the highest order will be taken and I don't just mean boring old whips and chains. I'm talking about thumbscrews, episodes of East Enders and, worst of all, a spot on Stars In Their Eyes. So make sure those scores are good and get them in to your Mistress with the Most. Get to it wimpos!

Sadie

CVG 064

AMIGA

Yes! The hi-score for Prehistorik has already been beaten by Stephen Power from Newcastle Upon Tyne. Another game that only appeared last month was Navy Seals and, yes you've guessed it, the boy Power also stuffed the old score right up their unmentionables!

PREHISTORIK COMPLETED 573,891
Stephen Power, Newcastle Upon Tyne.

TERMINATOR 2 139, 651 COMPLETED
William Columbine, Devon.

LOTUS 2 94,612,250
Mike Spendlow, Hull.

NAVY SEALS 93,600
Stephen Power, Newcastle Upon Tyne.

FIRST SAMURAI 275,205
Mike Splendow, Hull.

WWF COMPLETED NO CREDITS LOST
William Columbine, Devon.

BLOOD BROS 631, 200
Stephen Power, Newcastle Upon Tyne.

ROBOCOD 4,689,050
Mike Spendlow, Hull.

ARCADE

Come on now! What the hell are you wimps playing at? Your arcade scores for this month were so pathetic I'm not going to waste my time printing them. All I can say is this: if you were here right now there would be red cheeks all round - and I think you know which ones I'm talking about! One person who will escape my wrath is Samantha Crone, who has supplied me with a fine Blood Brothers score. So how do you feel knowing a girl has caught you with your trousers down? Pull your socks up and get those scores in NOW!

BLOOD BROTHERS 505,170
Samantha Crone, London.

UK HIGH SCORES

GAMEBOY

Billions of entries for Super Mario Land came flooding into my futuristic office this month but only one was good enough. David Jeffrey from Swansea was the top gamer this month with a fine achievement on Super Mario Land. Let's see some scores on completed games though, otherwise I might have to get physical...

BATMAN COMPLETED
James Taylor, London.

GARGOYLES QUEST COMPLETED
Dharminder Shinh, Walsall.

SUPER MARIO LAND COMPLETED 52 lives
David Jeffrey, Swansea.

GREMLINS 2 STAGE 2
James Taylor, London.

R-TYPE COMPLETED HARD LEVEL
Iain Dickson, N. Yorkshire.

TETRIS 237 LINES
Oliver Dearlove, Oxon.

WWF WRESTLEMANIA COMPLETED WITH ALL WRESTLERS
Gary Collins, West Yorkshire.

BUGS BUNNY STAGE 9
James Taylor, London.

TERMINATOR 2 COMPLETED
James Vincent, Surrey.

MEGADRIVE

Mark Wilson of Essex has kicked some serious ass with Streets Of Rage, just managing to achieve a higher score than last months. Peter Jackson from Notts has scored an amazing result in Joe Montana 2, and enters the highest score ever for LA. Can any of you wimps out there beat it? I doubt it!

SUPER REAL BASKETBALL DENVER 251 - BOSTON 66
Peter Jackson, Notts.

MERCS 230,000 COMPLETED ARCADE MODE
Gary Osborne, Cleveland.

DEVIL CRASH 568,239,400
Gary Collins, West Yorkshire.

EA HOCKEY WON CUP
Mark Wilson, Essex.

JOE MONTANA 2 LA 232 - DENVER 18
Peter Jackson, Notts.

HARD DRIVIN' HARD-205,602 LAP 1:18:54
Steve Challis, Milton Keynes.

STREETS OF RAGE COMPLETED 875,800
Mark Wilson, Essex.

STRIDER 88,000
Matthew Bickham, Australia.

NES

Duck Tales returns, with a massive score from Jordon Seedle of Lancashire. Last month there was only the fact that Nell Whitehouse had completed it, but now I'm gifted with a score which sorts out the men from the boys!

DUCK TALES COMPLETED 56,360,000
Jordon Seedle, Lancashire.

SNAKE RATTLE `N' ROLL LEVEL 10
Simon Croutear, Southampton.

GUMSHOE 218000
Rob Brindley, Staffordshire.

SIMON'S QUEST COMPLETED
Scott Haines, West Midlands.

SUPER MARIO 3 COMPLETED 99 LIVES LEFT
Michael Howe, London.

POWER BLADE COMPLETED
Paul Kellyeyside.

DUCK HUNT ROUND 92
Scott Haines, West Midlands.

MASTER SYSTEM

The infamous Sonic The Hedgehog is here again, but this time Alex Charles from Luton has supplied me with a mega score which wipes the floor with any other entries. Another game beaten is Golden Axe, Alex Charles has also managed to achieve this victory, what a busy lad!

SONIC THE HEDGEHOG 888,000
Alex Charles, Luton.

DONALD DUCK 595,650 COMPLETED
Chris Henson, Flookborgh.

ALEX KIDD IN SHINOBI WORLD 96,300
Paul Craddy, Cleveland.

SMASH TV 4,171,240
Chris Henson, Flookborgh.

GOLDEN AXE 208,007
Alex Charles, Luton.

SHOOTING GALLERY 94,300
Stephen Humby, Hampshire.

SUPER NINTENDO

Mark Leslie from the Shetland Isles has completely smashed last months hi-score of Area 88 and totted up a huge amount of pocket money. How about some Mario high-scores - you know what to do so impress me!

STREET FIGHTER II COMPLETED 1,977,350
Clarence Campillo, Australia.

AREA 88 1,277,600 $2,635,900 COMPLETED
Mark Leslie, Shetland Isles.

SUPER R-TYPE COMPLETED 1,776,528
Clarence Campillo, Australia.

WWF WRESTLEMANIA COMPLETED
Michael Jung, Dorset.

SUPER MARIO 3 COMPLETED
Robbie Wright, Merseyside.

Official UK High Scores

Dear Wimp's

Here it is - your chance to prove you're a great gamer and win the fame of your name in the Official High Scores and the chance to play against the CVG boys themselves! The CVG stars reckon they're the greatest when it comes to games and can beat the pants off any of you puny wimpos, so it's up to you to prove them wrong! I'll be picking the hottest players of the lot and invite them down to CVG Towers to play against the boys themselves - and every month the hotshot who I reckon is the greatest gamer will win themselves an incredible framed and signed photo of yours truly! So if you want fame, fortune, a crack against the CVG boys and the greatest gaming trophy in the land just rack up those points, fill out this form and send it off to: OFFICIAL UK HIGH SCORES, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, you've got to be in it to win it, so get to it wimpos!

Sadie

Official UK High Scores Entry Form

CVG

Dear Sadie,
I reckon I'm the greatest gamer around and can beat those CVG boyos any day of the week. Here are my High Scores to prove it and I hope you pick me for some gaming glory:

GAME	SCORE
GAME	SCORE
GAME	SCORE
NAME	
ADDRESS	

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CVG

REVIEW

PGA TOUR GOLF

SUPER NINTENDO

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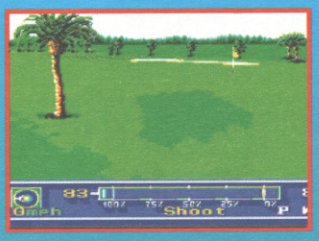


Golf, it's a funny old game isn't it? Oops sorry, wrong sport. Golf, it's all balls isn't it? Well, one at least (unless you're a complete shambles at the game and you keep losing them in rivers and things!). Now that PGA has finally made it onto the Super Nintendo it's a bit silly for us to explain the rules of golf (as if you don't know them already). But as we try our best to be informative, we'll explain anyway. The idea is to get your little white ball into the hole at the other end of the course in the least amount of shots possible. Easy, I hear you cry, ha! Just wait until you get onto the fairway - you'll soon see that it's more than just a load of old balls!

"When I first saw this I thought it looked fab, but now I'm not quite so sure. PGA Tour Golf on all other formats has become the essential golfing game, but the SNES version isn't quite as good somehow! The main difference is the view of your shot - it follows the ball in a quirky fashion and when the ball lands it's as if there's been a sudden earth quake - it rushes along the ground and slams to a sudden halt. In many other respects though, PGA is almost identical to all other versions. The graphics and animation are more than functional, the music is a great composition and the sound effects are standard thuds and thwacks. Basically, if you can put up with iffy graphics and weird perspective, this is a damned decent golf game just waiting to be explored. Worth a try, but don't expect miracles..."

TIM BOONE

CHEERS GUYS!

To help you out with each course, a top international player gives you his handy tips on what not to do. Handy things like `avoid the bunkers' and `there's a big river, so be careful' come up and aid you in best possible way (ahem!). Seriously though, some of the handy hints do actually guide you to do the right thing and if you ignore them you'll look a bit stupid. Entering a course for the first time not knowing what's where is very silly. After all, you're not going to impress the ladies by whacking it right over the hole with a five iron, are you?

PLAY IT AGAIN SAM!

You've just teed off, the sun is beating down, the crowd is restless, the rabbits are fidgeting in their burrows and the ball goes high. It glides through the air at immense speed and eventually lands on the green - it travelled over 300 yards. An instant replay - hurrah! When ever you manage to hit the ball over 300 yards you're given an instant replay, this is quite pointless, but at least it allows you to show off to all of your friends...

THANKS...
to Console Concepts
(0782 712759)
for the review cartridge.

FOURSOME FROLICS!

A good feature of PGA is the ability to have up to four players at once. This is a great laugh as you can have some of your mates round, get the popcorn and coke in and have a jolly great time! You each take it in turn to take your whack at the ball, which adds great comedy value to a Sunday evening when there's nothing on the box.

CHOOSE YOUR OPTIONS

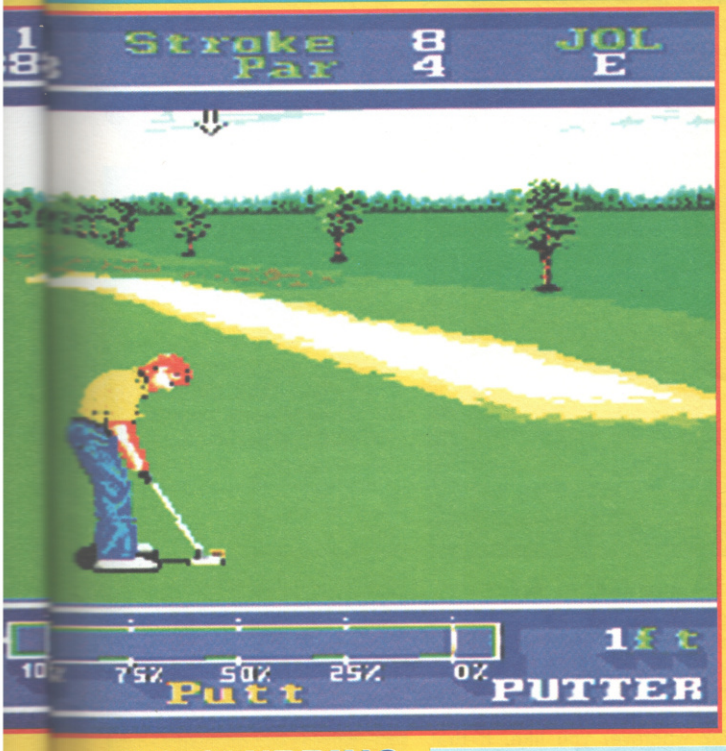
MONEY! MONEY! MONEY!

As all Top International Stars know, millions of dollars are dished out to people whose face appears on the telly! If you manage to win at Sawgrass you'll receive $1,600,00, Avenel 1,000,000, PGA West 1,280,000 and Eagle Trace 1,000,000. Why do mere golfers receive such massive bundles like this? If hitting a little white ball around a giant field earns the respect of receiving the sum of 1,600,000, why doesn't everyone go out and buy some clubs now? Just because Top international playboys like ourselves receive such amounts, doesn't mean people who have a name like Nick or Sevy should get the same! After all, what do they know about games?

SET UP YOUR STANCE...

SWING SMOOTHLY...

AND LET IT FLY...



GO CLUBBING

As we're so, so helpful here at CVG Towers we thought it would be a good idea to include a club table (no, it's not a list of the top clubs around London). This should help you when trying to line up that perfect shot.

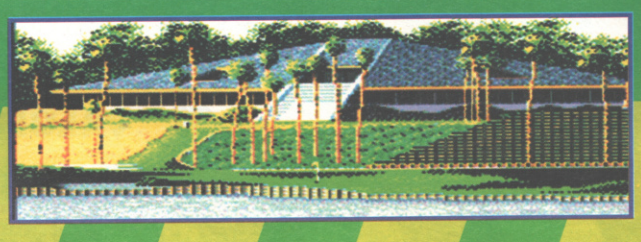
Club Type	Range(Yards)
Driver	260
2 Wood	248
3 Wood	236
4 Wood	224
5 Wood	212
1 Iron	227
2 Iron	215
3 Iron	203
4 Iron	191
5 Iron	179
6 Iron	167
7 Iron	155
8 Iron	143
9 Iron	131
Pitching Wedge	119
Sand Wedge	100
Putter	5' – 120' (feet)

WHAT YA DOIN' THEN?

When you start you can either try your hand at playing in the tournament, playing one round, playing on one hole, practise on the driving range, practise putting or sit back and watch the demo. In the tournament you're up against 61 players - who can all play! If you're new to golf then this is going to be a major challenge for you. As each round goes on, people are knocked out until a winner is decided. When playing one round, you simply choose the course you want to play and smack the golf ball around it which, it has to be said, is a fun thing to do when there's not much on the telly...

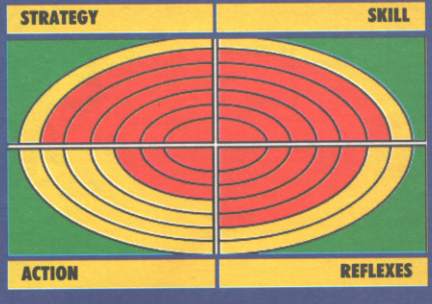
FREE HOLIDAYS!

To make everything feel that little more realistic, four "real" courses are here to be experienced. You can compete on the TPC's (Tournament Players Club) at Sawgrass, Avenel, Eagle Trace and the PGA West Stadium Course - lumme! Each course has 18 holes and a nice little map to go with it. On the start of each course you're shown an overhead view of the course, which can also be examined during the game. Every tree, bunker and rabbit has been included so you don't have to catch the early flight over to California to play on the PGA West Course!



"The first thing you think when you see PGA on the SNES is "yuk". This is mainly due to the iffy graphics and appalling scrolling. This as it turns out, is a fairly minor niggle as the simple playability just about makes up for it. The poor scrolling has been caused by sad programming and little understanding of what the SNES' mode seven is capable of. There are no vector graphics in this conversion, but the multiple viewpoints are there. The game comes down to a mixture of common sense and good timing and the large variety of holes and courses help. The sound is a tad tragic with a low-quality rendition of the original Rob Hubbard score. Sound effects are smart, with bird calls and whooshing swoops as you whack the ball. The variety of options is impressive and you can have up to four players at one time. For team laffs, this is unbeatable and has at least that advantage over other Fammy golf games. It has to be said though, you'd be better off with Hole in One Golf from T&E Soft."

FRANK O'CONNOR



GRAPHICS	%	61
SOUND	%	68
GAMEPLAY	%	74
VALUE	%	70
OVERALL		70

CVG REVIEW

AMIGA

DRIVING

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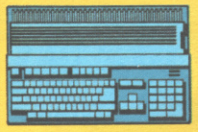
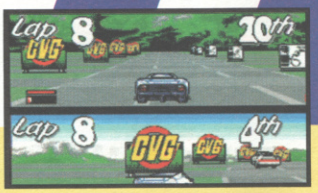




IT'S THE PITS!

Pit stops are one of the most important features of this game and learning when and how to use them is crucial. The pits are located at the starting line and so you always know where to go. The problem is that your car drinks petrol at a phenomenal rate and you need to stop once every couple of laps. The computer controlled cars also use pit stops and the sadder cars just plain break down. It takes a little while to fill the cavernous fuel tank so you will lose both time and position by stopping...

JAGUAR XJ220

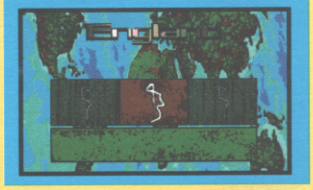
It's the world's fastest road-going production car. It costs over 400,000 pounds. The waiting list for delivery is more than five years long. It's the Jaguar XJ220 and you'll probably never get the chance to see a real one! Jaguar decided a few years back that their image was getting a little long in the tooth. They decided to build a vehicle that would make people sit up and take notice. That vehicle became the XJ220, the only car in the world that makes the Ferrari F40 look sad. Jaguar XJ 220 gives you the chance to race against other less exotic cars in the trip of a lifetime. Rev it up and take it out, and make sure you're wearing reinforced Y-fronts as well!

BUILD THOSE TRACKS!

One of the neatest features of Jaguar is the track designer. This is an incredibly easy to use menu screen which allows you to alter any of the existing tracks, or build new ones from scratch. You can place sections of track wherever you like and bend the sections individually. You can also adjust the height of the track making hills and dips wherever you like. If that wasn't enough, you can even place tunnels anywhere you like, so you could do the whole race underground!

IT'S JUST NOT FAIR!

It's not fair you know. The Jaguar has to race the likes of F40s, Porsche 959s and Corvettes. These are all basically souped-up conventional cars. The Jag on the other hand is a souped-up Group C racing car, very similar to Jaguar's own XJR-11. The poor old competitors can barely reach 200mph and so you have an enormous speed advantage over the rest of the field. You also have them licked on acceleration and apart from the 959, cornering as well. Still, this is a game of wit and skill and raw power means nothing if you can't drive!

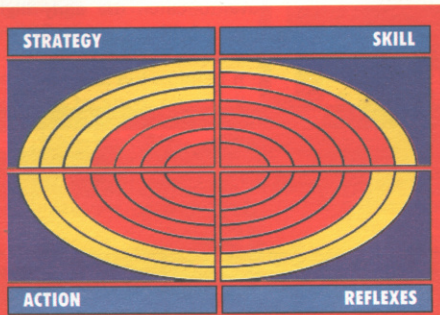


MY PILE OF SWEETS IS MUCH BIGGER THAN YOURS...

THE SAD CARS MAKE ROOM, SO WHY NOT ROAR PAST?

"We were dead excited when we previewed an early version of this last month and we're even more excited now that we've got the finished game! Jauar is, in a word, awesome. The problem with any new racing game is that it will almost certainly be compared with the brilliant Lotus Turbo Challenge. As games they're very similar - although Lotus gets the edge in playability - but as a package, Jaguar beats Lotus hands down. The graphics are similar, but a little better and the addition of different cars makes all the difference. The music is absolutely excellent, with fab tunes and great FX. Playability is unbeatable for a driving game, the options are incredible and the track designer gives this more lastability than any other game of its kind. Get it now!"

FRANK O'CONNOR



GRAPHICS	%	91
SOUND	%	90
GAMEPLAY	%	91
VALUE	%	93
OVERALL		**92**

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CVG REVIEW

MEGADRIVE

PLATFORM

BY SEGA
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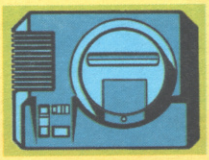


What's big and hairy and no use to anybody? Toki, that's what. This sad, shuffling monkey of a man has been transformed by an evil wizard who, to add insult to injury, has kidnapped his girlfriend! Ugly though he is, Toki has developed some very impressive super powers and can destroy monsters by gobbing at them. His phlegm has become charged with plasma radiation and he can melt them with a well placed greener! The upshot of all this magic-related malarkey is a scrolling platform romp accross umpteen danger-filled levels. Along the way you'll encounter prehistoric monsters, Aztec statues and a fair old sprinkling of flying jellyfish. It's worth it though, because your girlfriend is a treat of dream-like proportions!

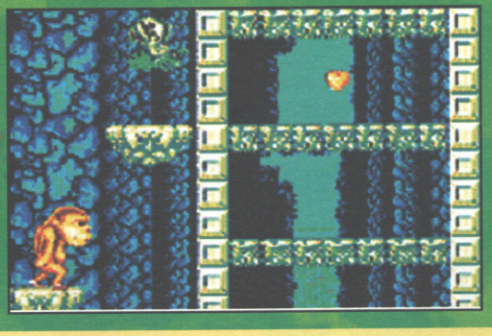
"Eeeep! I have to say it's completely different to the arcade version! That's not to say it's any worse, just different. The graphics are fairly faithful to the coin-op and that means that they're colourful with well drawn and animated sprites. The sound is the really disappointing thing about Toki - the tunes are jolly enough but don't really suit the game too well and only the hilarious sampled screams stand out. The options menu gives you a wealth of features and you can customise the game to suit even the saddest gamesplayer. Gameplay though, is what counts and Toki certainly isn't short of it. The excellent platform action and frantic blasting is nicely broken up by the strange swimming levels and the whole thing hangs together extremely well. Certainly one of the better platform games available on the Megadrive".

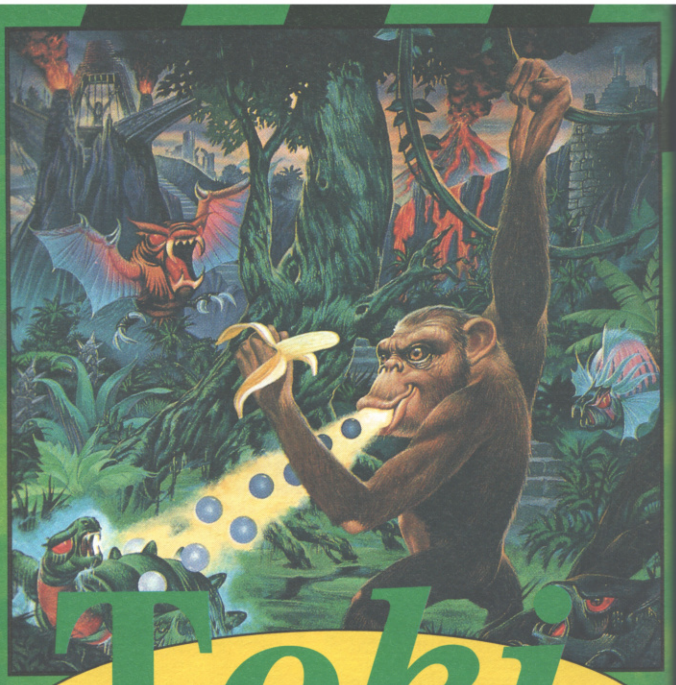
CVG 072 **FRANK O'CONNOR**

UNDERWATER ACROBATICS

The underwater levels on Toki are particularly challenging, if not nigh-on impossible! You don some rather smart scuba gear and head off into the murky depths of a mysterious ocean. Strangely enough, this ocean is filled with fish. Sadly for you though, they're all Pirahna and intent on chewing off your nether regions. These are easily avoided but you'll probably shoot them anyway. The physics on this level are a bit gloopy and slow, but once you get used to it the underwater levels are probably the most fun. Watch out for the killer submarines though!

TOKI LOOKS BEFORE HE LEAPS, BUT IT WON'T HELP!





Toki

GOING APE SPIT

ARCADE ODDITY

Toki in the arcades looked almost exactly the same as this Megadrive conversion, but all the levels are completely different. The Megadrive game is actually a bit larger, with the remixed levels longer. Because the levels are larger both in width and depth, the control method has been subtly altered. If you come to the edge of a precipice and have no idea what's beneath you, push up or down on the p[ad and Toki will look in that direction.There's no real explanation for the differences between this version and the others, but they all seem to be slight improvements.

THANKS...
to Console Concepts
(0782 712759)
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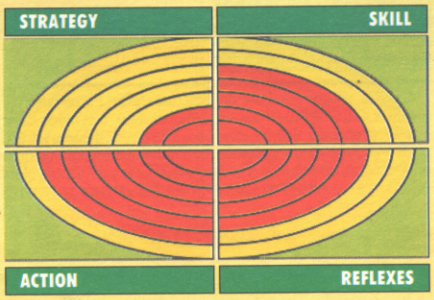

GRAPHICS	%	85
SOUND	%	78
GAMEPLAY	%	89
VALUE	%	86
OVERALL		85

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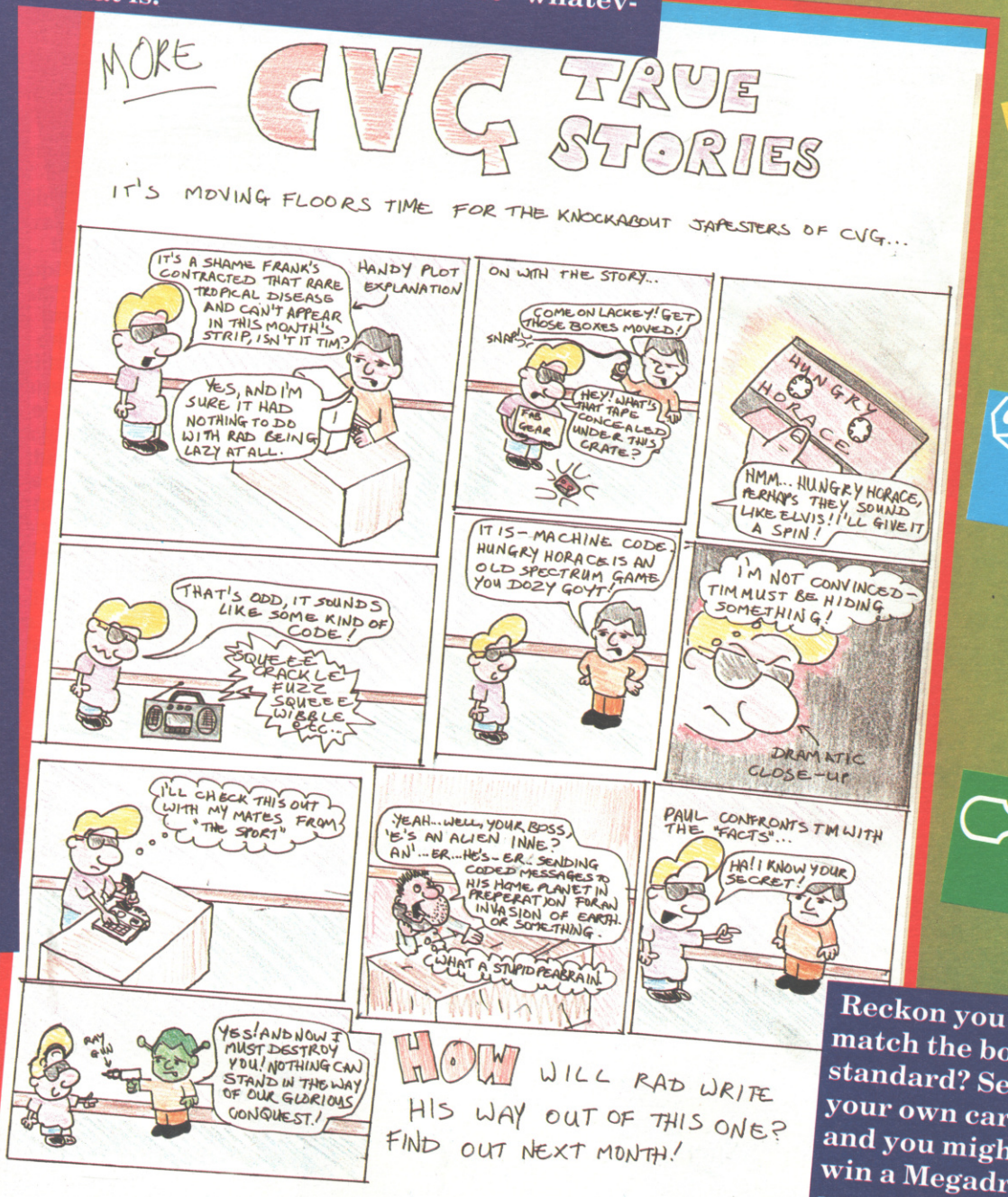
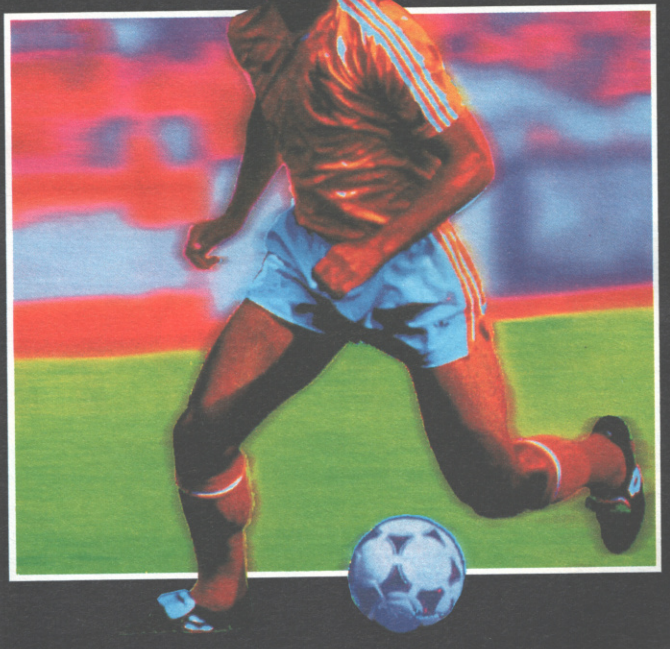
RAD'S STRIP

He's lean. He's mean. His hair's sometimes green! He's Radion Automatic out of Mean Machines and he's here with another slice of, well, not much at all really. Yes indeed, the Nantwich Neanderthal is back with another dose of what he does best - whatever that is.



Reckon you can match the boy Rad's standard? Send in your own cartoons and you might even win a Megadrive for your trouble, or then again you may not. All we give Rad is a pat on the head for every strip, and the cow's getting fed up with it.

Sensible SOCCER



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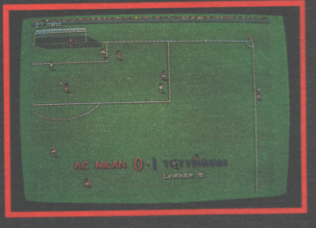

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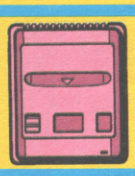
REVIEW

SUPER NINTENDO

BEAT 'EM UP

BY JALECO
£40.00



Pow! Kerblamm! Sock! Thump! These are just a few of the noises you make when you're smacking baddies in Jaleco's Rushing Beat. I don't know, it seems like some bad guy is always trying to take over the city just when you're about to relax. There you were, sipping cocktails in the Jacuzzi with your main squeeze, when the call comes through. It's your pal Mungo. "Listen up Cuthbert," he says, "There's some trouble on the streets and I don't half fancy a right good punch up." "Oh no!" you reply. "The telly's brilliant tonight and I've just boiled the kettle." Mungo thinks for a moment and says, "I'll let you wear my smart hat." That settles it, you arrange to meet in the seediest end of the city, knuckle dusters at the ready...

"Rushing Beat has arrived at a bad time because Final Fight Guy has just appeared and rectified most of the faults of the original game! Rushing Beat copies Final Fight blatantly and there are very few differences - except Rushing Beat's sad attention to detail and the fairly poor graphics. The animation ranges from reasonable to appalling and the general graphic quality is poor. There's no sprite slowdown though, and this proves that programmers are finally getting to grips with the complicated SNES hardware. Even hardened gamesters need bells and whistles to keep them interested and this title just doesn't have them. If you get desperate, you can always try Final Fight, Ranma or even hang on until the arrival of Streetfighter 2!"

CVG 076 FRANK O'CONNOR

OOH! WHAT DO I DO? KICK SOME ASS BOY!

THICK AS THIEVES

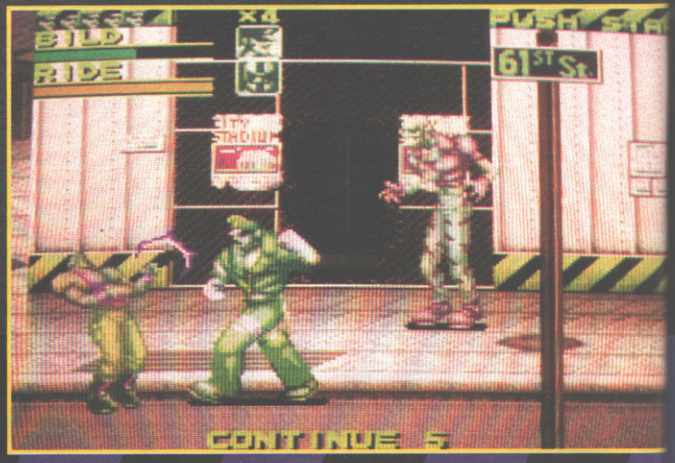
Fact is, this is a straight rip-off of Final Fight. Why would anyone want to try and copy Final Fight on the SNES when it was so nearly perfect first time round? Well, for a start, there was no two player mode on the SNES version and it was a bit easy. Rushing Beat solves both these problems in one fell swoop. You can control one of two fighters, playing simultaneously with a friend, or taking on hordes of crims on your own. Also included is a versus mode where you and a pal can slug it out between you, Streetfighter style. The controls are simple - punch, kick, jump and special move. Try the various combinations of these and bring peace and justice back to the city streets. Hooray!.

RUSHING BEAT

I'LL GET MY DAD ON YOU...

PALS? WHO NEEDS 'EM?

If you get bored of running around smacking bad guys in the face, you can always select the Versus option which allows you to fight a head to head battle between the two main characters as they slug it out at the gates of hell! Seriously, they stand at the edge of a fiery abyss knocking lumps out of each other. You have a limited selection of moves, but it all seems a little more satisfying as you pick up your pal and slam his head on the concrete! Speed is of the essence and you'll find the little guy has the advantage.



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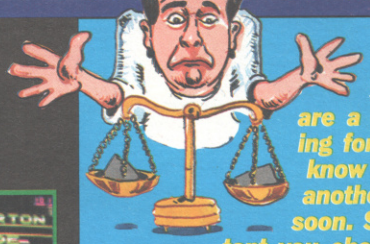
REVIEW

JUMPING JABOOLAS!

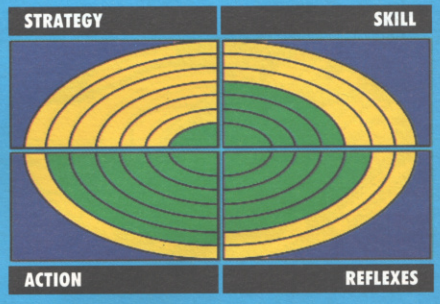
HAT'S THE WAY TO DO IT!

CHECK THIS OUT FOR FIGHTIN' FUN!



"Beat 'em ups on the Super NES are a bit like waiting for a bus - you know there'll be another along soon. So it's important you choose the right one to go for, and Rushing Beat is definitely the smelly old double decker with a drunk throwing up at the back. This is Final Fight's poor little cousin and no mistake. Graphically it's a bit of a mixed bag - some of the sprites look alright but as soon as they move spasmodically across the screen it all becomes a bit of a joke really. Sad tunes are saved by fairly decent sound effects and on gameplay this title doesn't do too well either. Final Fight kept you at it because kicking ass was a laugh, the same isn't so true of this game and you'll find yourself sat there thinking "Sad Rip Off" as you go through the motions without that much interest in how well you do. Well, that's my view anyway. It has to be said that there is a hard core of CVG boyos who will religiously finish any beat 'em up that comes our way and they were thumping away on this one, so maybe I'm just biased because I'm one of the lucky people who's seen Streetfighter 2 on the SNES and can't wait to get it home!"

TIM BOONE



GRAPHICS	%	82
SOUND	%	72
GAMEPLAY	%	73
VALUE	%	70

OVERALL 72

077 CVG

SPECIAL MOVE MAYHEM

Each of the fighters has his own fighting style, with distinctive moves and impressive techniques. What they all have in common however, is the ability to throw baddies. All you do is get close enough to touch a punk without actually pressing fire. You should then grab him and from this position you can kick his head in or throw him around. If you're clever, you can pick up a baddie and throw him at any other goons on screen, killing them almost instantly. You have to be really careful when you get in close enough to throw, because one false move could spell disaster.

A SHORT HISTORY OF KICKING PEOPLE IN

Video game violence has been with us since the dawn of arcade games, but one on one punch ups are fairly recent. It all started about 1983 with a game called Karate Champ. This was fairly revolutionary and has since been copied by famous names such as International Karate and Way of the Exploding Fist. Next up was Irem's fabulous Kung Fu Master which introduced lots of baddies and horizontal scrolling to the theme. Konami had moderate success with a game called Yie Ar Kung Fu. Streetfighter made a big impression when it was released in 87 and Final Fight took the Kung Fu Master theme and beefed it up. Still the best of the bunch though, was the revolutionary Streetfighter 2, with some of the best animation and music of any game ever which made this game the most successful coin-op since Gauntlet.

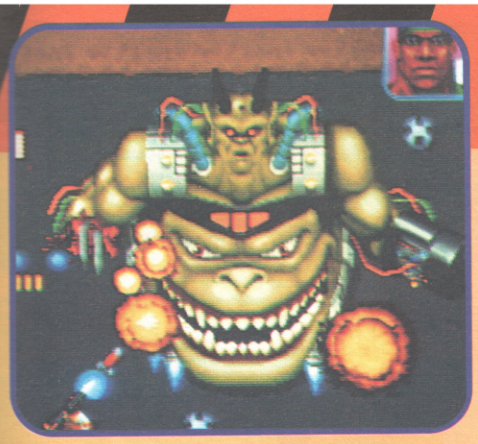
ARCADE ACTION!

OUTRAGEOUS! The long-awaited follow-up to the Most Violent Arcade Game Ever is all set to touch down in your local coin-op shop and our very own Mr Arcades, Jaz Rignall, is there to bring you the FIRST full report on this mega sequel. How does he do it, eh? Thermal undies? Marmite soldiers? A jet engine attached to his bum? Your guess is as good as ours, so take it away that lad!

From the makers of Smash TV comes the latest in coin-op ultraviolence - Total Carnage! And it's difficult to think of a more apt name. Maybe Super Death 'n' Violence Central would be marginally more suitable, but really Total Carnage just about sums it all up!

The game is really a cross between Smash TV and the age-old game up-the-screen shoot 'em up Ikari Warriors, and uses the same one joystick to move/one joystick to direct fire controls as Smash TV. Again either one or two players can enter to blast all and sundry to kingdomcome!

The object is fairly straightforward - enter a battlezone and destroy everything that moves - and anything that doesn't move too!

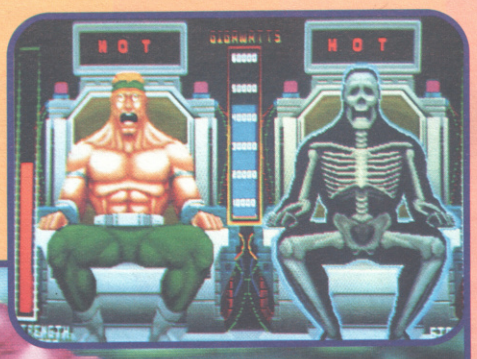


AN EXCUSE FOR CARNAGE

"What's the reason for all this violence", some of you more conscientious readers may be thinking. Well, it's all down to General Akhboob, ruler of Kookistan. This evil tyrant is creating mutant life forms at his bio-nuclear research facilities, and with these he plans to conquer neighbouring counties and eventually the world. Now this isn't on, and the Government have decided to send in the Doomsday squad - Captain Carnage and Major Mayhem to sort him out. And that's you, that is!

ICON PICK ME UP

Not only is there an entire army to destroy, the heroes have also got to rescue hostages from the clutches of the evil General, plus pick up bonus points in the form of flags! Ah well, it's all in a day's work for your average member of the Doomsday Squad.



PASSWORD SPECIAL!

A rather neat feature is the fact that once you've completed the game, you get a special password which allows you to warp direct to General Akhboob whenever you play and engage him in a final confrontation. This is ideal for posing in the arcades, since experts can then finish the game at the drop of a hat (and a few tonnes of nuclear arsenal).

THREE BIG BATTLEFIELDS

The action is waged over three large battlefields, each packed with General Akhboob's vile creations and plenty of vehicles and soldiers from his regular army. As you might guess the going is pretty tough, so it's fortunate that the pair heroic players are armed to the teeth. They've got regular chain machine guns plus there are a variety of other pick-up weapons, including missiles, nukes, smarts and stuns.

"If you thought Smash TV had a high kill rate just wait until you see this sucker! It's death central, with busloads of baddies and mounds of muties to roast into oblivion with a variety of high-powered weapons. It's an extremely tough game due to the sheer volume of the enemy, but it's unbelievably addictive because it's so much fun. Torching tanks and marmalizing the monsters is really gratifying and later on you get completely engrossed in the action - there's so much going on you can't stop concentrating for a second or you're killed instantly. The graphics and sound are both superb, but it's the glorious gameplay that makes this one of the best shoot 'em ups I've ever played! If you see a machine, grab all the change you can and pile it in - you won't regret it!"

JULIAN RIGNALL

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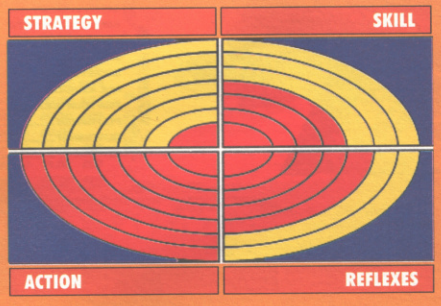

GRAPHICS	%	89
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VALUE	%	90

OVERALL 95

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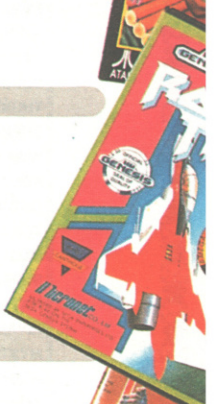

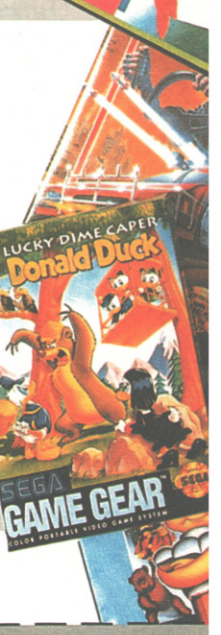

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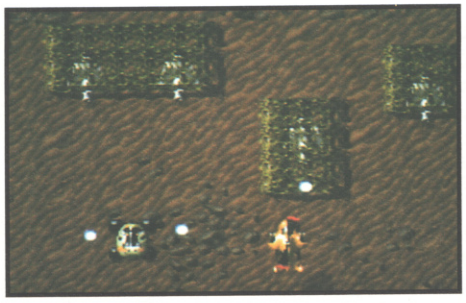
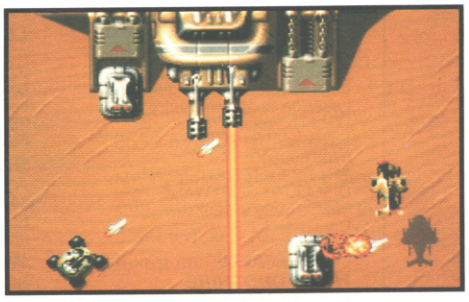
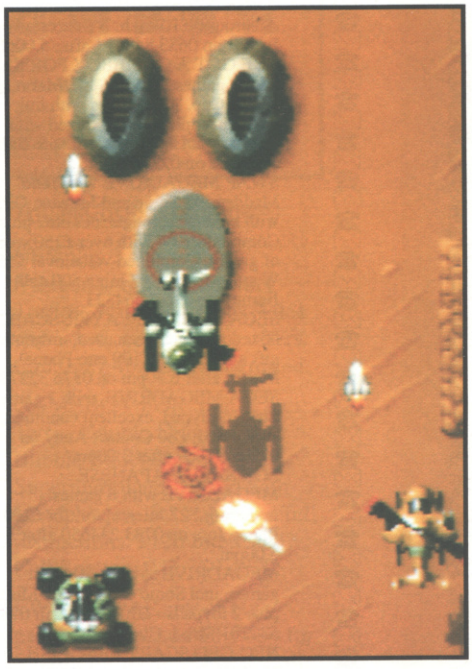
SUPER SWIV

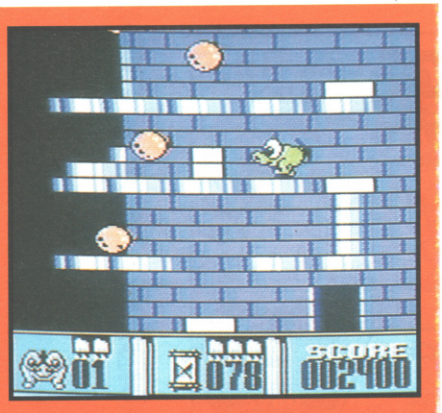
● STORM ● SUPER NINTENDO ●

Anyone who reckons they know anything about shoot 'em ups will know all about SWIV- one of the best blasting frenzies ever to hit the 16-BIT machines! Well, the good news is that Storm are busy converting the game onto the Super Nintendo, and already the game is looking a bit of a belter! Pilot your attack chopper (and get a pal to back you up on the ground in his jeep!) and take on everything the bad guys can throw at you in this vertically scrolling slice of utter mayhem! We've seen an early version of the game (one level) and that was enough to blow our cotton socks off! Rest assured that this is the place to be just the split second we have more news on this little baby. Keep 'em here!









CATELIAN

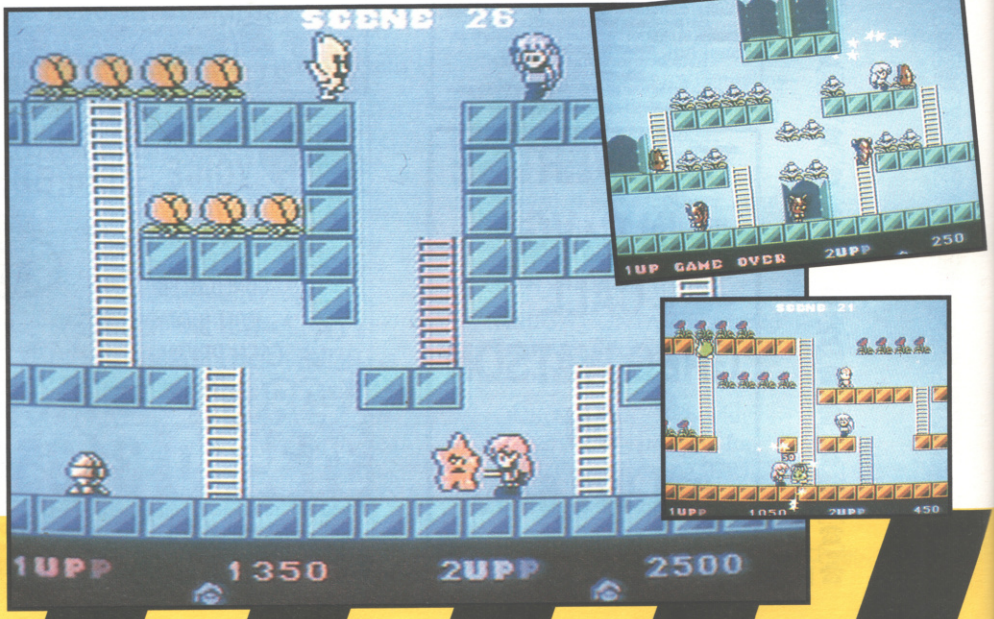
● STORM ● NES

Jeepers! Those Storm people are up to jolly japes and no mistake! They're also converting Castelian (otherwise known as Nebulus) onto the NES. Whether the game will retain all the playability of its 16-BIT cousins - and the brill Game Boy conversion - remains to be seen, but already the game is looking in good shape. In case you've forgotten, or are so sad you don't know, the aim of the game is fairly straightforward - keep going up the castle until you get to the top! Trouble is, there are all sorts of odballs and obstacles in the way to keep you from your quest and keep you coming back for more! Keep 'em here for more details...

RODLAND

● STORM ● NES ●

Aah! Probably the cutest twosome ever to romp about on your home computer are all set to do all sorts of cutesie-pie goodness on an NES near you soon! Rodland scored a hit on home micros thanks to its ultra-cute graphics and cool (if just a tad easy) gameplay. NES cutie pies will soon be able to join the fun and frolics, and we've been treated to a sneak preview of the game. Quite a few of the screens are in place and the game is looking fine, with playability tuned up just a tad to make the game a little tougher. So, go gooey eyed over these screenshots and stay with CVG for more news the second it arrives!



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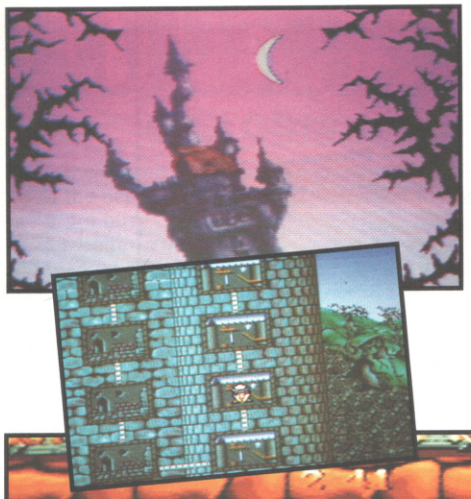

● ELITE ● SUPER NINTENDO ●

Now here's a bit of a treat for thrill 'n' spill fans everywhere! Remember the Dragon's Lair laser disc arcade games that browned your trousers a few years ago? Well, Elite have gone and grabbed the license for Super Nintendo and are working away on the game as we speak! As you can see from these screenshots, the game is a scrolling platform romp which casts you as Dirk the Daring - a pretty dumb hero whose too stupid to know a bit of danger when he sees it! These shots are from early pre-production versions of the game and there's quite a way to go yet, including the end-level baddies, for example, which we're promised are going to be pants-cackingly brill! Dragon's Lair went down a storm in the arcades and if Elite can capture the spirit of the game on the Super Nintendo then this is bound to be one worth watching for! Keep those peepes glued to this very spot for more news!

AYRTON SENNA'S SUPER MONACO GRAND PRIX 2

● SEGA ● ● MEGADRIVE ●

It's back! The Megadrive's greatest racer finally has a sequel and it's backed up by the world's greatest F1 driver, Ayrton Senna! The game looks suspiciously similar to its previous incarnation, but SMGP fans and people who haven't seen this will be dead excited. You get the chance to drive around some of the world's most famous race tracks, pitting your wits and skill against some incredible driving talent. The wealth of options will astound and amaze you, as will the slightly faster and smoother graphics. This is a one-off special for the Megadrive, so it won't be appearing in your local arcade, or at least not in the foreseeable future. You get the chance to control the famous Senna and choose a car with a range of gear setups. The sneak preview we had made us drool and slobber quite uncontrollably and you'll get to dribble too, just as soon as we review the finished version!

ZOOL

● GREMLIN ● ● AMIGA ● ST ●

Platform fans will be agape when Gremlin bring their nippy little ant to 16-bit screens in the near future. Sonic-like funs and japes are afoot, but as well as the usual speedy action, Zool can cling to walls, monkey climb and slide on slopes as well as use various powers like his high jump and smart bomb!

We first caught sight of Zool quite a while ago now, and our jaws were left truly agape by the sheer speed of the game. For our money, this is just what platform fans have been waiting for. Keep those fingers super-glued to these very pages 'cos we'll be reviewing the game as soon as we get our mitts on a copy!

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HARDWARE:	
1040ST-E COMPUTER 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£399.99
SOFTWARE:	
PRO 24 III	£150.00
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TenStar Games Pack	£219.78
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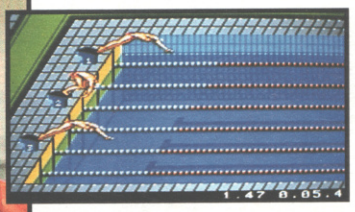
Birmingham-based US Gold have been busy beavers of late, working away on all sorts of topper Sega titles, so we thought we'd meander down USG way and see what they've been up to! Here's the lowdown...

OLYMPIC GOLD

● US GOLD ● MEGADRIVE ● MASTER SYSTEM ●

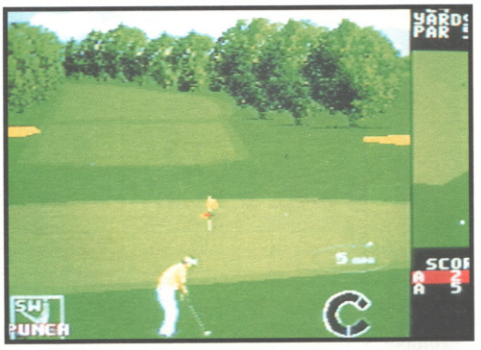


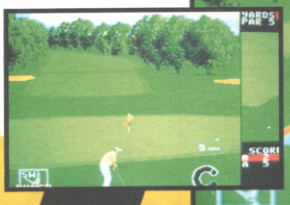
First off the starting block is quite possibly the biggest license ever - Olympic Gold! USG have grabbed the license to the Barcelona Olympics and the game will be appearing on Megadrive, Master System and Game Gear formats pretty flippin' soon! Featuring loads of Olympic events from swimming to hammer throwing, this one will have you banging the joypad into the wee small hours as you attempt to hit that elusive World Record! Some events, like the Sprint, are pretty straightforward bang-the-button affairs, but others like the Pole Vault require some pretty close timing and serious skill! We've had a good old gander at early versions of the game and it's one to look out for. USG are currently tweaking the title to maximum playability, so rest assured we'll bring you more news the very second we have it!

WORLD CLASS LEADERBOARD

● US GOLD ● MEGADRIVE ●

Still with US Gold, they've been banging away in Birmingham to convert one of the most popular golf games ever onto the Megadrive! World Class Leaderboard has appeared on loads of formats over the years, and now it's set for its big Sega debut very soon. The game gives you the chance to choose from four of the toughest championship courses - St Andrews, Doral County Club, Cypress Creek and The Gauntlet, and offers a stackload of options and competition formats. Trouble is, it's already got some well serious competition out there in the form of EA's utterly brill PGA Tour Golf, and how it'll stand up to that sort of competition remains to be seen. It has to be said that this is a different type of game than PGA, so our fears may be totally unfounded. Anyway, here are a few screen shots to whet your appetite and we'll be bringing you more on this one just as soon as we can!





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"A MUST BUY." 90% CU Amiga Screenstar

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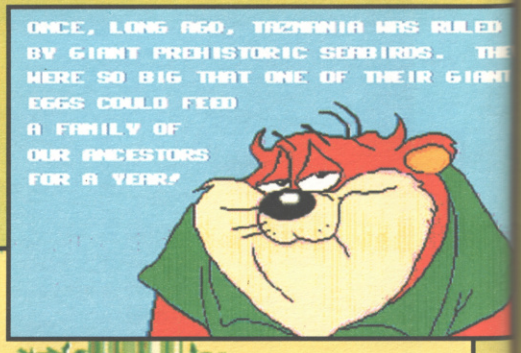
GRAFTGOLD Creative Software

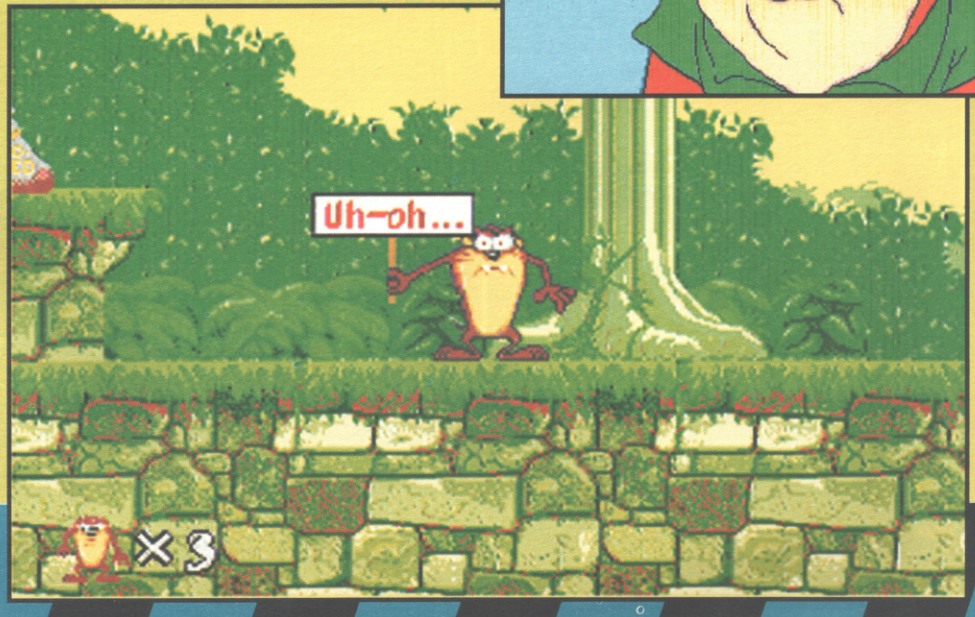
TASMANIAN

● SEGA ● MEGADRIVE ●

It's the scourge of the cartoon world. It's the only thing that scares Bugs Bunny and the only thing that gives Yosemite Sam the willies. It's the Tasmanian Devil (Psychosis Varmintus) and it's the most bizarre thing to come from down under since Kylie Minogue! This whirling ball of fangs and fur does only two things. It eats and it destroys and Sega's latest cart gives you the chance to do something no-one's ever done before...control it!

The game itself is a huge platform romp featuring Taz himself and a host of other cartoon baddies. The Tasmanian Devil is a real critter, a sort of gopher with attitude, but the cartoon version has more in common with a typhoon than an animal. At the peak of his eating frenzy, Taz turns into a spinning disaster area, destroying everything in its path. A press of the joypad button on the Sega cart does the same thing. The graphics are cartoon quality from start to finish and feature some of the best animation you'll ever see on the Megadrive. There are tons of levels and squillions of baddies. The obligatory secret bonuses are there and this could be really big news! Look out for a full review in next month's CVG!

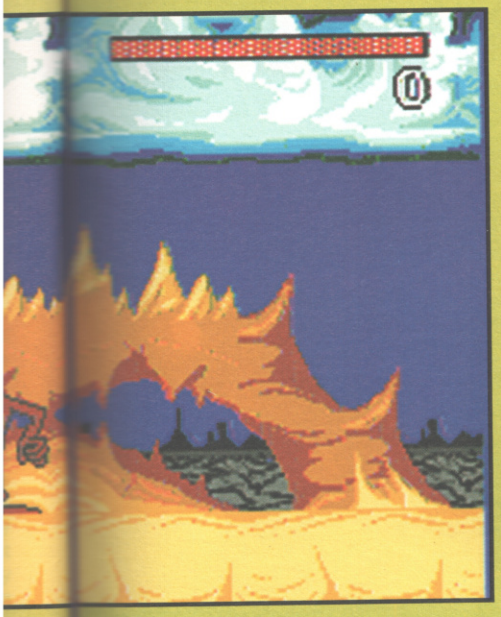




DEVIL

JUST LOOK AT HIM GO! HIS CHUMS LOOK MORE THAN AMUSED AT TAZ'S ANTICS.

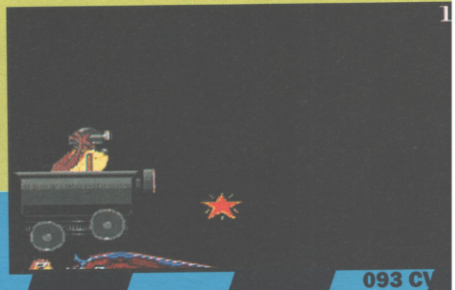
HE'S JUST A BIG SOFTIE AT HEART. NO, HE IS. HONEST. JUST DON'T CROSS HIM WHEN HE'S HUNGRY, THAT'S ALL.



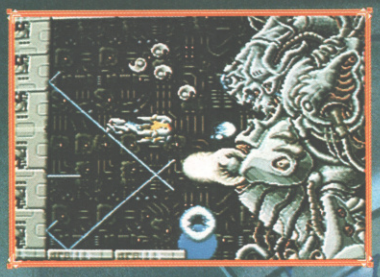
JUST LIKE IN THE CARTOONS, OUR TAZ REALLY GETS INTO A SPIN AT TIMES!

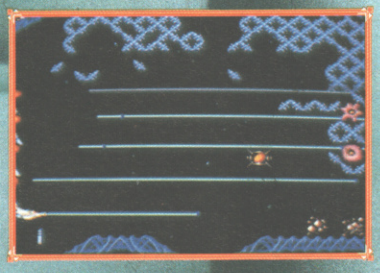
WHAT'S OUR FEARSOME FRIEND GOING TO DO WITH THIS HANDY RAIL-CART, EH?

TAZ'LL BE SEEING MORE STARS THAN THAT IF HE ISN'T CAREFUL IN HIS CARTIE!



Welcome to the CVG Hall Of Fame - the only place you'll find the full definitive list of the greatest video games EVER! These are the charts that really count, because they've been put together by the people who know best - the CVG boys! These charts reflect the games we rate highest, together with the machine versions we recommend, and they'll change from month to month because they highlight the games we reckon are the greatest right NOW. It's an honour for any game to appear here, and you know that every single one listed has passed the ultimate CVG quality control benchtest - so each and every title is an essential buy! Every single game on these pages is the best of the bunch - until something better comes along. Is CVG the greatest or what?





SHOOT 'EM UPS

1. DATASTORM
Visionary Design - Amiga
2. CONTRA SPIRIT
Konami - Super Nintendo
3. SMASH TV
Acclaim - Super Nintendo, NES
4. SUPER R-TYPE
Irem - Super Nintendo
5. GUNHED
Hudson Soft - PC Engine
6. GYNOUG
Scopesoft - Megadrive
7. NEMESIS
Konami - PC Engine
8. UN SQUADRON
Capcom - Super Nintendo
9. HELLFIRE
Toaplan - Megadrive
10. PROJECT X
Team 17 - Amiga

BEAT 'EM UPS

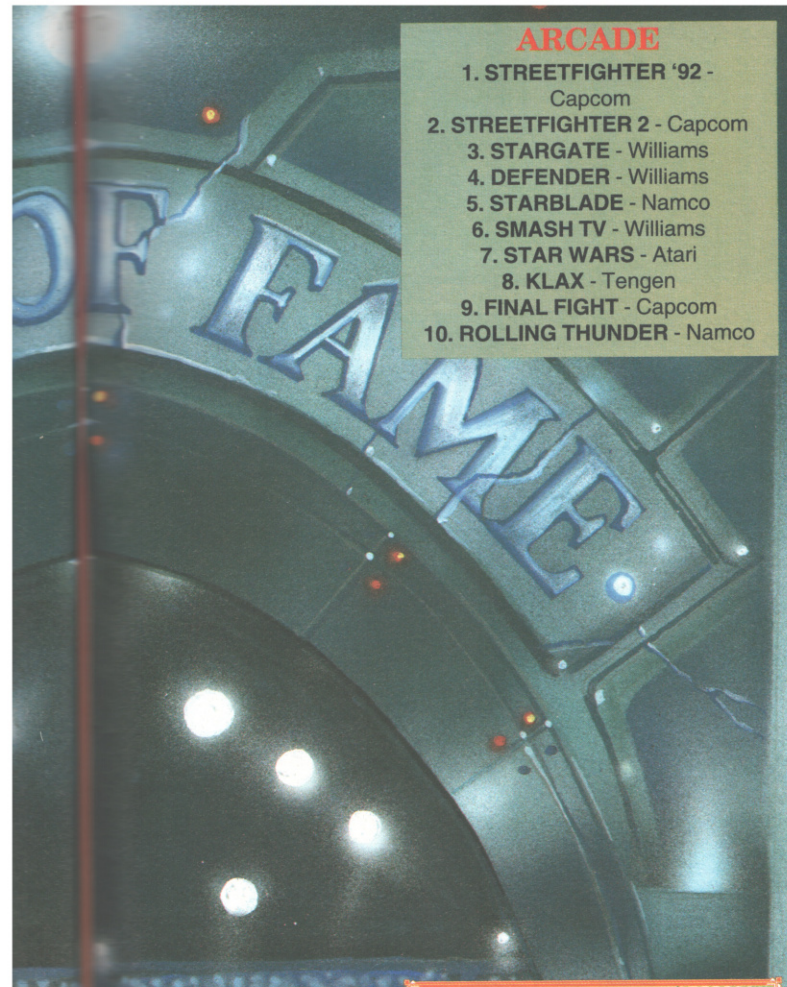
1. INTERNATIONAL KARATE+
System 3 - Amiga, ST
2. STREETS OF RAGE
Sega - Megadrive
3. SUPER SHINOBI
Sega - Game Gear
3. FINAL FIGHT
Capcom - Super Nintendo
4. STRIDER
Capcom - Megadrive
5. TWO CRUDE DUDES
Irem - Megadrive
6. FIRST SAMURAI
Mirrorsoft - Amiga
7. BUDOKAN
EA - Megadrive
8. BEAST WARRIORS
Sega - Megadrive
9. GOLDEN AXE
Sega - Megadrive
10. DOUBLE DRAGON
Tecmo - NES

STRATEGY/ ADVENTURE

1. HUNTER
Activision - Amiga, ST
2. STAR TREK
Interplay/EA - PC
3. DAMOCLES
Novagen - Amiga, ST
4. RAILROAD TYCOON
Microprose - PC
5. SIM CITY
Maxis - Amiga, ST, Super Nintendo
6. ELITE
Firebird - Amiga, ST, PC
7. LASER SQUAD
Blade - Amiga, ST
8. POPULOUS 2
EA - Amiga, ST, PC
9. DEUTEROS
Activision - Amiga, ST
10. SIM ANT
Maxis - Amiga, PC

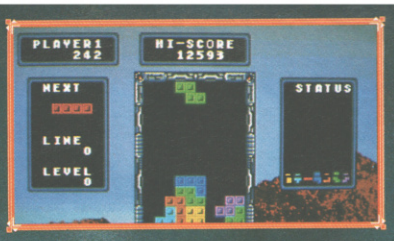
DRIVING

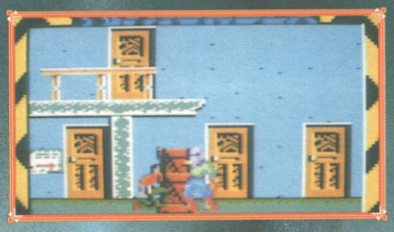
1. FORMULA ONE GRAND PRIX
Microprose - Amiga, ST, PC
2. STUNT CAR RACER
Microprose - Amiga, ST
3. F1 EXHAUST HEAT
Nintendo - Super Nintendo
4. TOP RACER
Kemco/Gremlin - Super Nintendo
5. LOTUS 2
Gremlin - Amiga, ST
6. F-ZERO
Nintendo - Super Nintendo
7. SUPERCARS
Gremlin - Amiga, ST
8. SUPER MONACO GRAND PRIX
Sega - Megadrive
9. ROAD RASH
EA - Megadrive
10. SUPER HANG ON
Activision/Sega - Amiga, ST, Megadrive



ARCADE

1. STREETFIGHTER '92 - Capcom
2. STREETFIGHTER 2 - Capcom
3. STARGATE - Williams
4. DEFENDER - Williams
5. STARBLADE - Namco
6. SMASH TV - Williams
7. STAR WARS - Atari
8. KLAX - Tengen
9. FINAL FIGHT - Capcom
10. ROLLING THUNDER - Namco





SIMULATIONS

1. JETFIGHTER 2
US Gold - PC
2. FORMULA ONE GRAND PRIX
Microprose - Amiga, ST, (PC)
3. F15 STRIKE EAGLE II
Microprose - Amiga, ST, PC
4. F117-A STEALTH
Microprose - Amiga, ST, PC
5. F19 STEALTH
Microprose - Amiga, ST, PC
4. FALCON III
Mirrorsoft - PC
5. CHUCK YEAGAR'S AIR COMBAT
EA - PC
6. JIMMY WHITE'S SNOOKER
Virgin - Amiga, ST
7. F-22
EA - Megadrive
8. DEVIL CRASH
Naxat - Megadrive
9. GUNSHIP 2000
Microprose - PC
10. F19 INTERCEPTOR
EA - Amiga

CVG FAVE FIVES

TIM:
TETRIS - Game Boy(352,410!);
SUPER TENNIS - Super Nintendo;
STREETFIGHTER 2 - Arcade
FORMULA ONE - Amiga;
ROLLING THUNDER 2 - Megadrive.

FRANK:
STREETFIGHTER 2 Arcade;
SUPER MARIO WORLD - Super Nintendo;
TETRIS Game Boy
TOILET KIDS -PC Engine;
SUPER MARIO 1 NES

PAUL:
KICK OFF 2 - Amiga (CVG champ!);
FORMULA ONE - Amiga;
F117-A - Amiga;
SUPER MARIO 3 - NES;
SUPER MARIO WORLD - Super Nintendo.

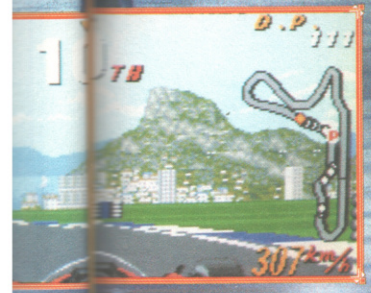
JON:
MICKEY MOUSE Game Gear
GOLDEN AXE Megadrive
TRUXTON Megadrive
DEVILCRASH PC Engine
PILOT WINGS Super Nintendo

JAZ:
Super Mario 3 - NES;
Super Mario World- Super Nintendo;
STREETFIGHTER 2 - Arcade
TIME BANDITS ST;
DEFENDER - Arcade.

JENNY
WONDERBOY Arcade
KIWI KRAZE NES
SONIC Megadrive
PAC MAN Game Gear
And anything fluffy.

PLATFORM GAMES

1. SUPER MARIO 3
Nintendo - NES
2. SUPER MARIO WORLD
Nintendo - Super Nintendo
3. SONIC THE HEDGEHOG
Sega - Megadrive, Master System, Game Gear
4. PC KID II
Hudson Soft - PC Engine
5. SUPER MARIO I
Nintendo - NES
6. ROBOCOD
Millenium - Megadrive, Amiga, ST
7. SUPER MARIO LAND
Nintendo - Gameboy
8. RAINBOW ISLANDS
Ocean - Amiga, ST, NES
9. GREAT GIANA SISTERS
Rainbow Arts - Amiga (withdrawn)
10. SUPER GHOULS 'N' GHOSTS
Capcom - Super Nintendo



SPORTS GAMES

1. KICK OFF 2
Anco - Amiga, Master System, Game Gear, Game Boy
2. SUPER TENNIS
Tonkin House - Super Nintendo
3. PGA TOUR GOLF
EA - Megadrive, Amiga, PC
4. JOHN MADDEN 92
EA - Megadrive, Amiga
5. WWF
Acclaim - Super Nintendo
6. SPEEDBALL II
Mirrorsoft/Acclaim - Megadrive, Amiga, ST
7. EA ICE HOCKEY
EA - Megadrive
8. WINTER CHALLENGE
Accolade - PC
9. KICK OFF
Anco - Amiga
10. THE MANAGER
US Gold - Amiga

PUZZLE GAMES

1. TETRIS
Bullet Proof Software - Gameboy
2. LEMMINGS
Psygnosis - Amiga, ST, PC, Super Nintendo
3. SUPER TETRIS
Spectrum Holobyte - PC
4. KLAX
Tengen - Megadrive, Amiga, Lynx
5. DOCTOR MARIO
Nintendo - Gameboy, NES
6. LOOPZ
Audiogenic - Amiga, Gameboy
7. PIPEMANIA
Amiga, Gameboy
8. COLUMNS
Sega - Megadrive, Master System, Game Gear
9. BLOCK OUT
Rainbow Arts - Megadrive, Amiga
10. HATRIS
Bullet Proof - Gameboy, PC Engine

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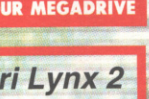

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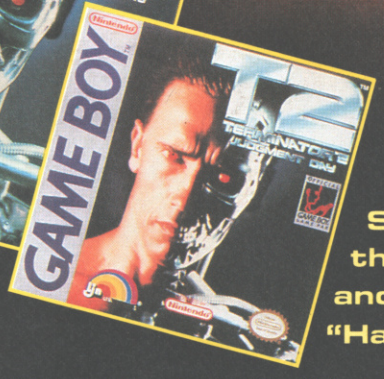

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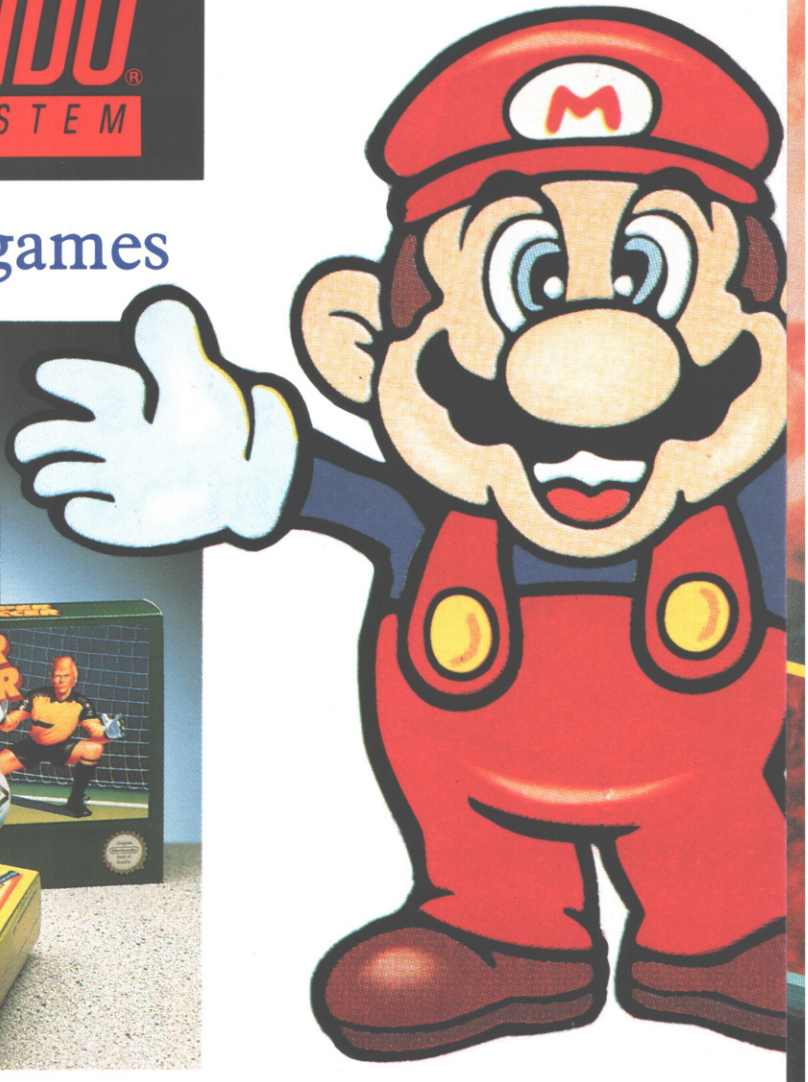

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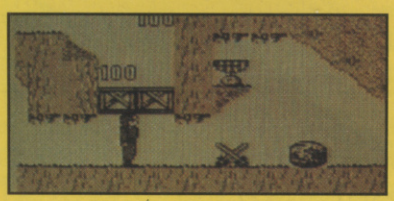

IN THIS ISSUE : MEGA MAN 2! ALIEN SYNDROME! NINJA SHADOW! RAMPARTS! MORE! MORE! MORE!

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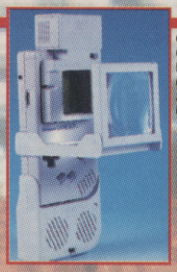

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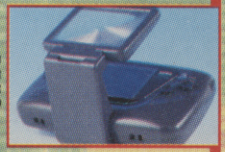

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HAND-HELD GO! VIDEO GAMES

WELCOME to another record-breaking issue of the world's only hand-held magazine, completely and utterly free! This is the place you'll find everything you need to know about gaming on the go - and it doesn't cost a thing! This month we've got such an amazing line-up of goodies I hardly know where to start, so I'll just leave you to fight your way through the mountain of marvellous games stuffed inside this issue!

There are some funny old things going on in the hand-held world right now. The would-be competition is jumping up and down in frustration because they just can't work out why we give *GO!* away and don't charge oodles of cash for the hottest mag in the world! The answer's very simple - we like giveaways and *GO!* must be the greatest freebie anyone's ever thought of!

So the day some shambling sad mini mag creeps onto the shelves and tries to tempt you to part with your hard-earned dosh remember *GO!* gets the great games first and costs you nowt. Why pay for something you've already had for free? See you next month!

TIM BOONE

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ISSUE 8 JUNE

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Sega's coin-op hit squeezes itself into your Game Gear and touches down in the palm of your hand. Does the game live up to its arcade daddy? Tune in to this Exclusive *GO!* review and judge for yourself!

8 ATTACK OF THE KILLER TOMATOES
Aaargh! They're red, a bit squishy and occasionally they go crazy and kill people! They're the Killer Tomatoes and they're doing what only tomatoes do best in another scoop *GO!* review! Yippee!

12 ELEVATOR ACTION
Taito's classic lift-related coin-op is converted onto the Game Boy and *GO!* is there at the bottom to catch the game as it comes down for yet another Exclusive! Honest guv, I don't know how we do it!

14 NINJA GAIDEN SHADOW
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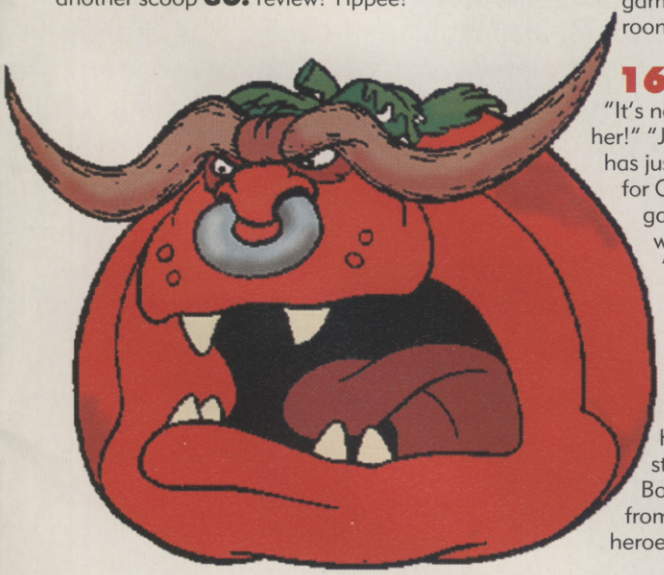
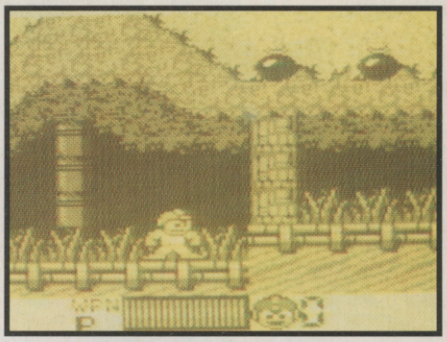
16 STAR TREK
"It's no good cap'n, I cannae hold her!" "Just hang on Scotty - Bones has just popped down the shops for CVG and we're the cover game on *GO!*" "He'll have to watch for Klingons, cap'n." "No Scotty, he had a curry last night so he should be fine..."

18 MEGA MAN II
Hooray! Mighty Mega Man struts his stuff on the Game Boy in the second adventure from one of the greatest games heroes of them all! Does the boy deliver the goods when it comes to the game? Tune in and find out 'cos this is yet another *GO!* Exclusive! We can hardly believe it either...





21 RAMPARTS
Who's the king of the castle when it comes to hand-held gaming glory? Here's Ramparts to show what the Lynx can do - and *GO!* grabs the game for Exclusive review! Rush to that page and check it out NOW!

22 MONSTER WORLD II
Wonder Boy is back! Yes, it's true, everyone's favourite lad bursts onto your Game Gear for monstrous laffs all round - so here we *GO!* again for yet another scooptastic review! Helpmaboab, I cannae believe this mag is free!

EDITOR: Tim Boone ART EDITOR: Jenny Abrook DEPUTY EDITOR: Paul Rand PLAYBOY MEGASTAR: Frank O'Connor AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MANAGING EDITOR: Julian Rignall PUBLISHING DIRECTOR: Graham Taylor MANAGING DIRECTOR: Terry Pratt PRINTED BY: Kingfisher Web COLOUR BY: Colourtech, London E2. GO! EDITORIAL AND ADVERTISING, CVG TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. TEL: 071 972 6700 FAX: 071 972 6710 HANDY TIP: Get yourself the world's only hand-held mag and just give it away for free - everyone will think you're nuts! COPY-RIGHT WARNING: We sue we do and we'll kick your butt blue...

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NEWS

IT'S THE JOYSTICKS!

If you've already scoured the pages of CVG this month you'll doubtless have read all about the Tenth EMAP Golden Joystick Awards - the event where the select few who managed to get an invite enjoyed a full day of eating, drinking, making merry and rubbing shoulders with the big boys of the business, as well as being treated to the witty banter of this year's host , Jonathan Ross.

But you may be interested to hear that a new category was introduced to the awards list - that of Hand-Held Game Of The Year. Out of a shortlist of Batman (Game Boy), Mickey Mouse (Game Gear) and R-Type (Game Boy), the lucky winner, presented by **GO!** editor Tim Boone, was...R-Type! Three cheers and a hearty round of applause all round, and commiserations to the pair that just missed out on top spot.

GOING FOR GOLD

We're all off to sunny Spain for the 1992 Barcelona Olympics! At least, those of us with an absolute stack of money will be. The more lowly among us will have to make do with the official Olympic cart on Game Gear - and if first impressions are anything to go by, that's no bad deal!

US Gold, who you may remember brought us the unbelievable Super Kick Off on the shrunk-down Sega, have tied up the rights to the well-known four-yearly jamboree and stuck a selection of events onto a cartridge. Try your hand at sprinting, relay, swimming, archery and more, in the hope of lifting gold for yourself and your country. We've seen an early version of the game and, if you're the sort of person who jumps through a hoop at the merest mention of multi-event sports games, then get that hoop ready! But don't start leaping yet - hang on until we review Olympic Gold next month in gold-winning **GO!**

KANNY KIT FROM KONIX

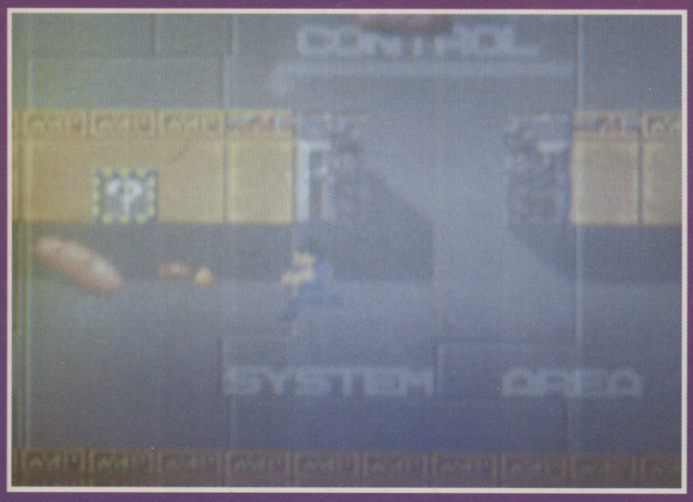
The world and his wife knows that the Game Boy is one serious fashion accessory, with a stack of odds and ends available to give your particular machine just that extra smattering of street-cred. Now there's another add-on doing the rounds which any serious hand-held junkie simply must get their mitts on.

It's called the GB Holster and it's come from Konix, the one-time joystick makers from Ebbw Vale who, a couple of years back, had a seriously big idea called the Multisystem - an all-singing, all-dancing super-console which unfortunately crashed and burned before it even went into production. But what about the Holster? Well, it's a rubberised unit which you slip onto your belt and slip your Boy into. Once attached, there's no need to ever take the machine out of its case again because there are slots for all the various controls and even a hole to shove your carts through. Sounds the biz to us!

GRANDSTAND'S DINKY DISNEYS

Grandstand have launched a new range of single-game hand-helds, aimed specifically at the younger end of the market. Dubbed Junior Games, the first two machines are TaleSpin and The Rescuers Down Under, both licensed from Disney.

These new hand-helds differ from others in the Grandstand range in that they are brighter and more appealing to young eyes, have larger buttons to suit little fingers and are less action-based than similar games. Priced at £22, the Junior Games series will increase later in the year with the release of The Little Mermaid and Beauty And The Beast.



In the year 2000AD, things aren't going too swimmingly for the human race. Aliens have stormed across the Earth and the world's leaders are powerless to stop the rampage. It's all down to one lone fighter, strong of heart and big of gun, to catapult these foul creatures back to their own rotten galaxy.

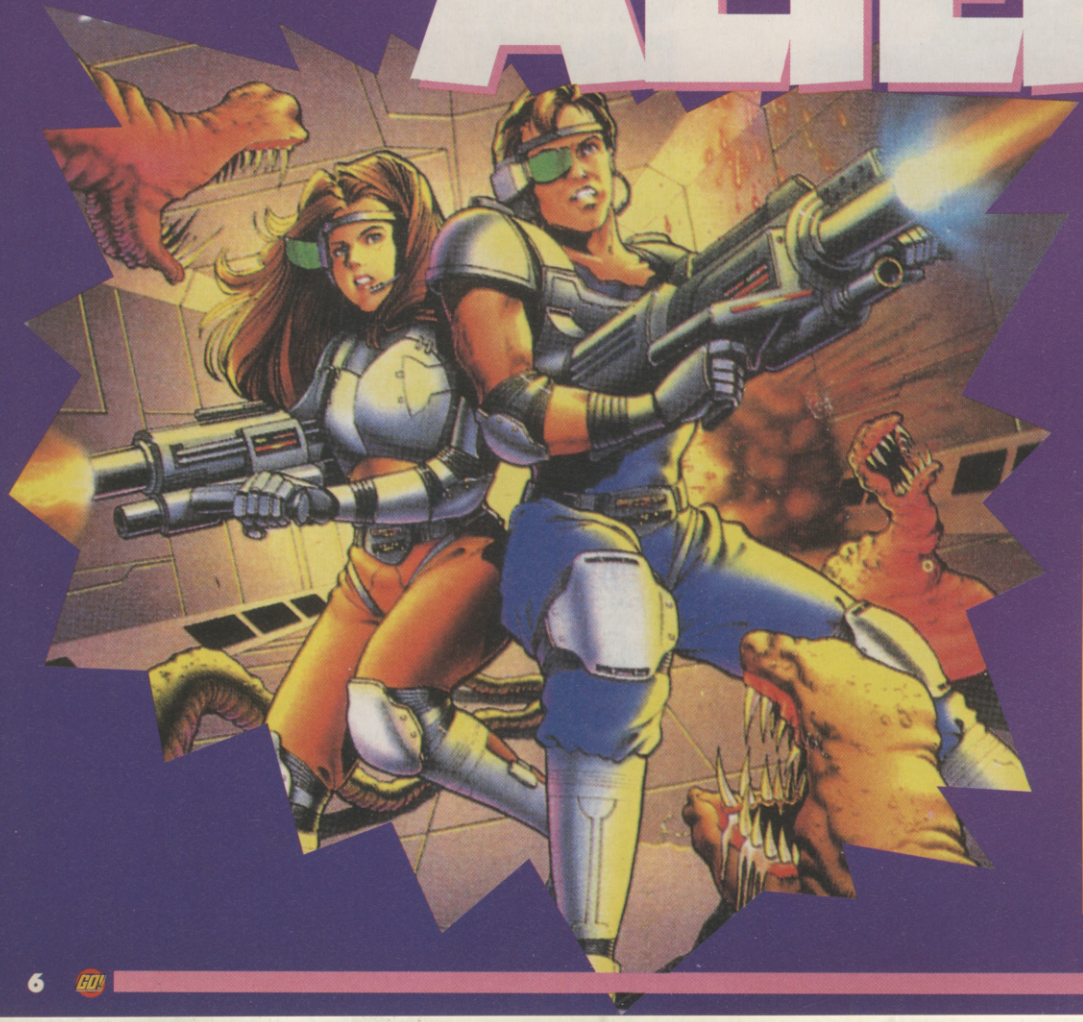
Converted from the Sega coin-op which reared its head back in 1987, Alien Sydrome is a mad thrash through four levels of alien-smashing action. The cosmic creeps have taken a bunch of scientists hostage, and it's your mission to rescue them all.

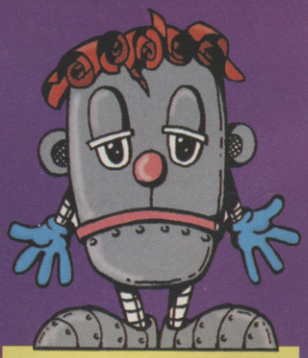
GAME GEAR - £TBA

JOY FOR BOYS - AND GIRLS!

No sexism in this game folks! To help bring female gamers into the Sega fold, Alien Syndrome players can select either a feller or a woman to go out and slaughter the slimey suckers hanging around the levels. There's no real difference in gameplay no matter which character you choose, but it makes a pleasant change to be a heroine for a while!

ALIEN S



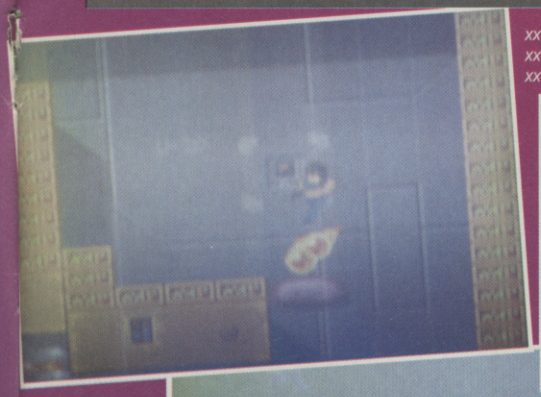


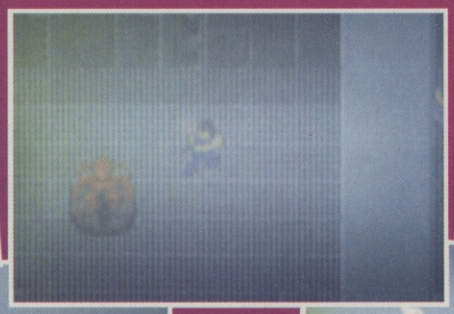
If only there was the option for two-player fun and frolics! Alien Syndrome doesn't really stand up as a single player game, although you can have a reasonable amount of laffs blowing up aliens and saving the hostages. But it won't be a game you'll be playing for ever.

FRANK O'CONNOR

STAGE FIGHT

There are four distinctly different levels to be found in Alien Syndrome, each one teeming with intergalactic invaders. From the Future Lab, travel into the City and defeat the monstrous hordes there before trashing the terrors in the Military Complex and finally making your way to the Alien HQ.





SYNDROME

THE NASTIEST NASTY

Get to the end of each level and you'll come face-to-face with the most fearsome freak ever to grace a galaxy - the grotesque Asophy. He's a right pain in the neck and takes ages to get rid of, but get rid of him you must do if you want to progress.

Alien Syndrome was a brilliant arcade machine but it's showing its age these days. The Game Gear version is a reasonably close conversion (apart from the loss of two-player mode) which blast fans will no doubt go ape for. Four levels won't keep top gamers occupied for long, though.

PAUL RAND

YOU'RE ONE UGLY MOTHER

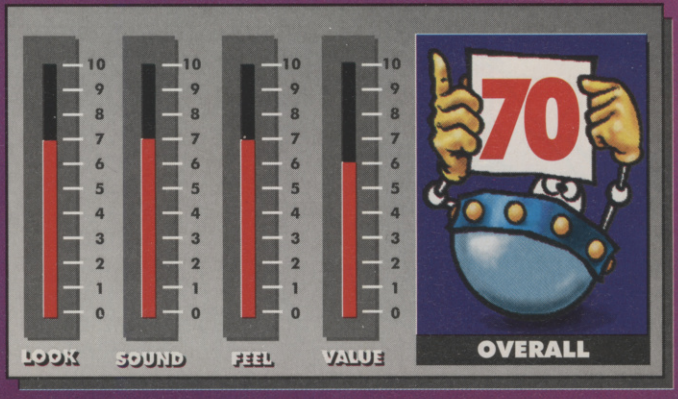
The aliens you'll encounter in Alien Syndrome aren't yer green blokes who look like us, or even scaly nasties like that lot on 'V'. No, these are horrible, squishy, squashy things that sneak up on you when you least expect it, jump you in gangs and other cringesome ways. Our advice? Blow 'em to bits.

THANKS... to Console Concepts (0782 712759) for the review cartridge.

WHERE'S PLAYER TWO GONE?

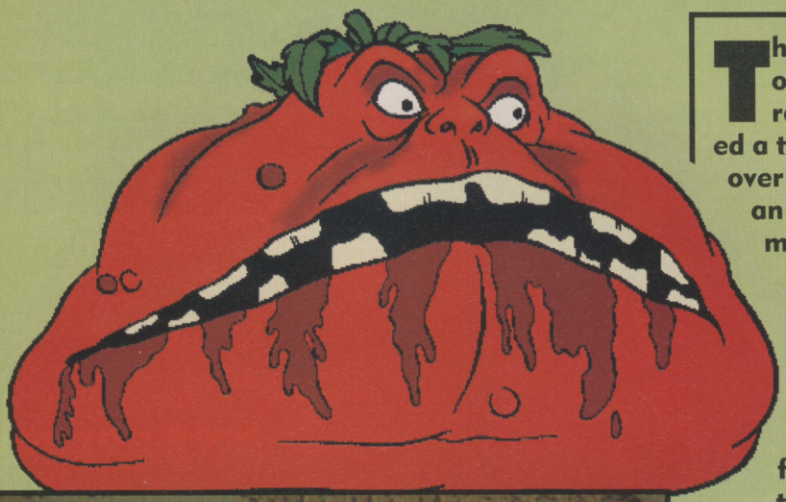
Although the Alien Syndrome coin-op featured two-player action, this Game Gear version allows only one player to take on the task of large scale baddy-busting. It's a bit of a shame, but if you've never played the arcade game before you won't feel too let down.

Oh no! Those evil aliens are attacking from all sides, but with a bit of luck and the help of your trusty guided-fireball gun, one man might just be able to save the day - and all those hostages Just be careful they don't trap you in a corner and do unspeakable things to your person, that's all.



REVIEW

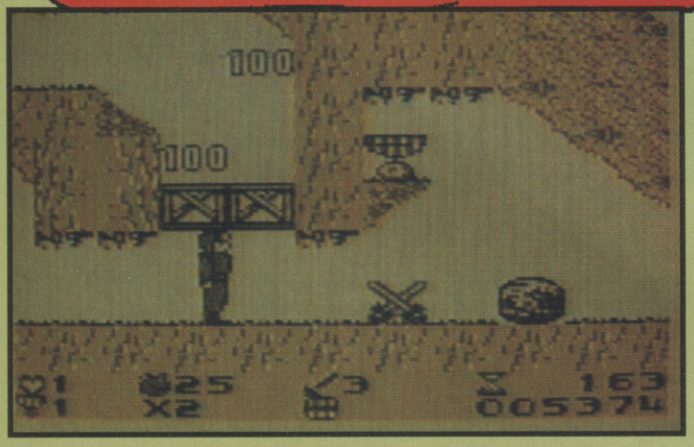
ATTACK OF THE K

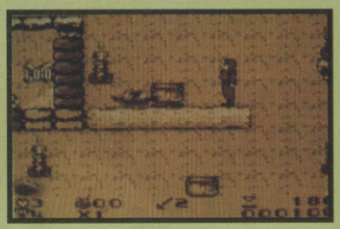


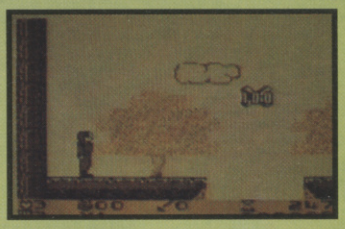
The tomatoes are attacking! The quiet town of San Zucchini has been overrun with round, red rotters! Dr Gangrene has created a tomato army with which he plans to take over the entire planet! Only one man can put an end to this terror, and that man is infamous tomato killer Wilbur Finletter.

Join Wilbur on this most perilous mission to crush the ketchup out of the red menace across the many areas of San Zucchini. The tomatoes will do their best to beat Wilbur to a pulp, but with helpful items to pick up throughout the fight, young Finletter should squash those suckers quicker than you can say 'Daddies Spicy'.

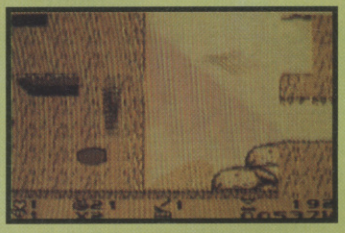
GAME BOY - £24.99







Some pictures of our lad Finletter in various parts of the game known as Attack Of The Killer Tomatoes. Here we see him underground near to a key, standing next to a tree and a couple of other poses which we can't really make out. Sorry.

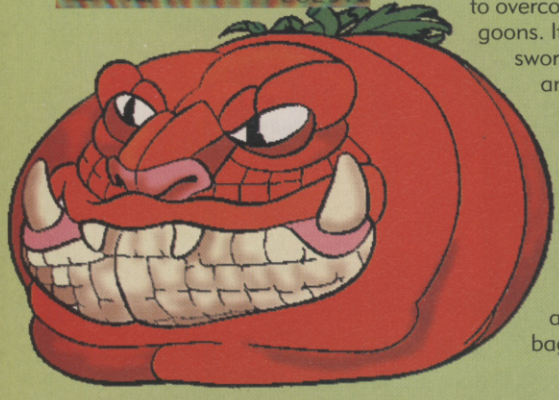


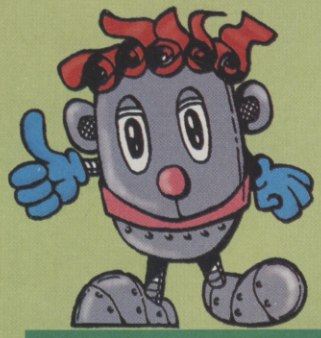
PLUM

Attack of the Killer Tomatoes is based on a cartoon which became a minor hit both in the States and over here. The cartoon, in turn, was derived from a 1978 movie that, interestingly enough, received the Golden Turkey award - given to truly pathetic examples of film-making. It really is a terrible picture, and get yourself to a viewing if you can!

PEELED

Wilbur begins the game with naught but his unarmed combat skills to trounce the toms, but search hard enough and he'll uncover all manner of smart bits and bobs which he can use to overcome Gangrene's goons. Items include swords, extra lives and other brill stuff - and he'll have to pick up a pot of tomato juice to finish each level. Good job they're killer tomatoes and not cabbages!

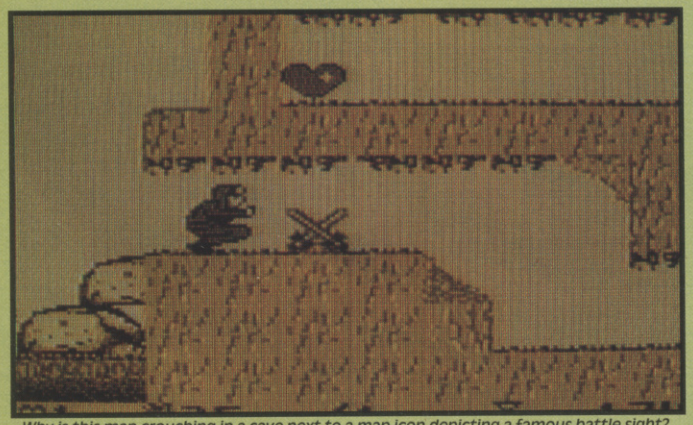




Hurrah! Here's a game the promises nothing at all and turns out to be a right old laff! Decent graphics and some well wicked gameplay add up to a strong Gameboy Title tomato fans just won't want to do without! Get this one if you like fun withmore than a few frills!

FRANK O'CONNOR

KILLER TOMATOES



Why is this man crouching in a cave next to a map icon depicting a famous battle sight?

CHOPPED

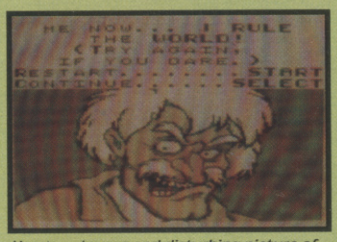
Like any army, these tomatoes have their own chain of command. A lot of the time you'll be battling with the bog-standard cannon fodder, but now and then you'll come across some of the higher-ups, including Ketchuck, Mummato and the Tom amongst toms, Beefsteak!

PUREE

Whenever Wilbur trashes a Tom, out pop a couple of cherry tomatoes (you know, the little scabby ones which are always left in the bottom of the veggie bin at Safeways). Like the Mario games, collect one hundred of these and Will receives an extra life! And if he gets to the pizza parlour, there are burnt tomatoes to collect, and they're worth five of the cherry variety!!

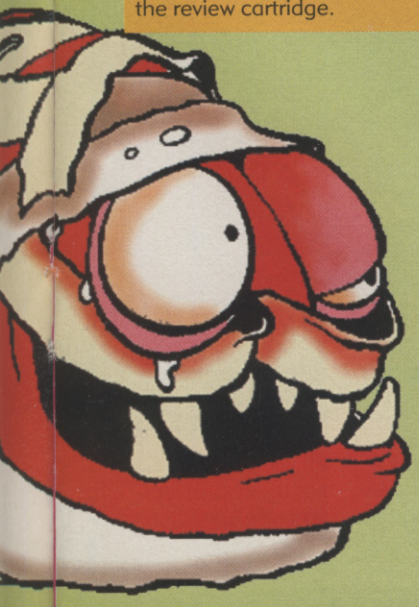
SPANISH

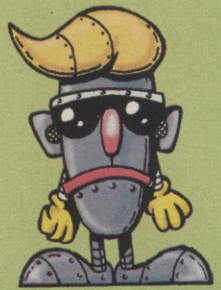
Just a little fact - tomatoes are actually classed as fruit, due to the fact they have seeds inside them. Another interesting, but ultimately fruitless (get it?) piece of trivia, is that those kerrazzy fellers at the EEC are trying to make out that carrots are also fruit. Guess why? Because you can make JAM out of carrots! A better reason you'll be hard pressed to find. Still, these are the people who tried to ban prawn cocktail crisps, so this is another sensible rule...



Here's a strange and disturbing picture of a man you'll come to know and loathe in a short space of time - his name his Frank O'Connor. No, it isn't really. He's Dr Gangrene and he's the evil mastermind who created the Killer Tomatoes. Oooh!

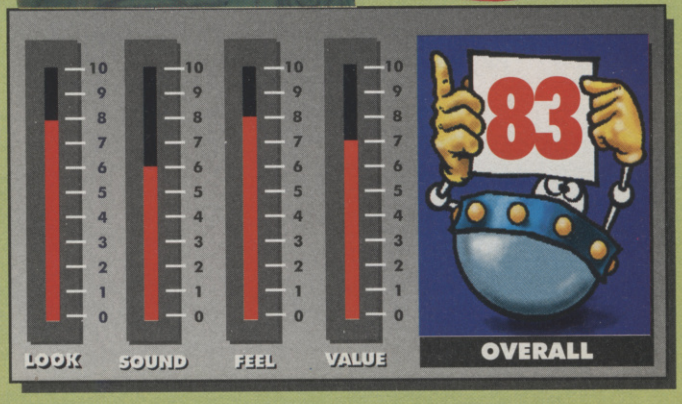
THANKS...to Console Concepts (0782 712759) for the review cartridge.





Attack of the Killer Tomatoes may not have a huge license behind it, but rights mean nowt when the game itself is a laugh, which this one definitely is. The game slows down when there's a lot on the screen, but there's lots to do and lots of levels to do it in.

PAUL RAND



MAILBAG

Let's GO! with this month's selection of wit, humour and hand-held related witterings in the ONLY mailbag you'll ever need to read! As usual there's the lively debate, topical chat and slaggings-a-plenty loved by all! If you want to get in on the fun, send your thoughts in either written or picture form to: MY MUM TOLD ME SHE'D BEAT ME TO WITHIN AN INCH OF MY LIFE IF I WERE TO FORSAKE GO! MAILBAG, GO! TOWERS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There are prizes for the best entries - let's hear from you all!

GAW BLIMEY! GO!'S GRAND!

Dear **GO!**

After reading your utterly brilliant mag I decided to get my own brilliant Game Boy. I felt that the way your mag praised the Game Boy and the way you give all the Lowdowns and brilliant reviews of all the best games I just couldn't resist buying one, and now I am glad I did because now I think that Game Boys are the best hand-helds in the world and where better to read about them than in GO!

What's better is I don't even have to pay for it as it comes free inside the other greatest mag in the world, CVG, which is selling at a very respectable price.

So let's hear it for GO!, the mag that makes other mags wet their pants in jealousy.

JOHN LARKIN,
Co Offaly, Ireland

I'M AS CLEVER AS BAMBER, ME

Dear **GO!**,

I have just been reading the April issue of your totally brilliant magazine and I was reading the news section about the so-called new add-on for the Game Boy called the Game Plus - TURD! CRUD! TURD! Don't be so stupid! Did you not think at least one reader would see through your little April Fool scam? As for the photograph of this Game Plus, it is made up of a Viditek Sound Booster (with some fake buttons and a fake joystick stuck to it) and a Game Boy Holster. And as for the screenshot of Streetfighter II - it's just a photo of the SNES game in black and white!

In the same piece you mention 3 Meg supercart, Don't be so ignorant; a Game Boy is not capable of 3 Megs, plus you can't get a 3 Meg cart - they just don't exist!

I saw right through your April Fool and I'm sure many others did too! So why not play your annual trick on unsuspecting readers on a different month of the year, because everyone is expecting a trick in April.

Finally, is there going to be a Tiny Toon Adventures game on the Game Boy? If so, how does it look?

ANDREW HOLLAND,
Bangor, N Ireland

Indeed there is a Tiny Toons game coming on Game Boy - in fact, it's previewed in this very issue, so turn to it quick!

A FOOL SUCH AS I

Dear **GO!**,

When I was reading the April edition of your magazine I came across a joystick thing with four buttons that fixes onto a Game Boy. I later realised it was just a Sound Booster with some round things stuck on it and a Holster slapped on top. And the Streetfighter II picture looks to me like a black and white arcade one.

L FERENS,
Crook, Co Durham

NOT AS DAFT AS THE NEXT ONE

Dear **GO!**,

I have just worked out your cunning little April Fool's trick which you played in the April edition of GO!. The so-called Game Plus is a load of codswallop! All it is is a Viditek Sound Booster with a joystick and buttons on it, connected to the Game Boy. The top bit is a Nuby Game Boy holster with a green sticker on it.

As for the screenshot, it is just a black and white arcade or Super NES screenshot. Thought you could fool me, didn't you! (I did believe for a few hours!).

ANDREW ERVIN,
Bangor, N Ireland

PS Keep up the good work - your mag is brill!

GULLIBLE'S TRAVELS

Dear **GO!**,

Your mag is excellent and your reviews are spot-on. But I have some questions about the Game Boy.

1. When will Streetfighter II be released?
2. How much will the Game Plus cost?
3. What carry case should I get for the Game Boy?

ROBERT PATON,
Bramhall, Stockport

1. When Nelson gets his eye back.

2. The cost of a Sound Booster, Holster and four pen tops.

3. We think you'd better get a large carrier bag in which to hold both your Game Boy and your sad, naive self.

LET'S LAFF AT THE LYNX

Dear **GO!**,

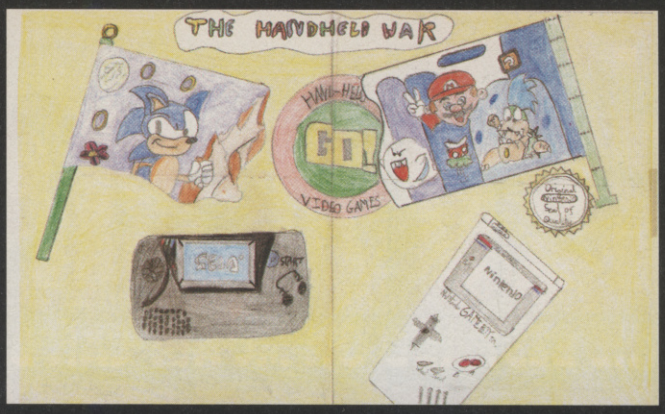
When I popped down to the newsagents to get my November issue of CVG, GO! fell out. I thought it was another dodgy leaflet asking for money, but the cover looked so appealing I decided to read on. Well, now I own a Game Boy and eight games, thanks to your brilliant mag. What more do I need to say?

Oh yeah; why do crappy Lynx owners cuss down the Game Boy so much? I mean, the Lynx has good graphics but it is too big and the games are no good. The Game Boy has to be tops, followed by a close contender, the Game Gear.

BRUCE BISCOE,
Epping, Essex

Stephen Calcott of Coventry is a top hand-held hero who thinks all three machines are the tops - take a bow, Steve!

Sega's very own speedy son, lovingly captured in crayon by a silly person who didn't include his name. Remember, write your details on the back of the pic if you want a mention!



(RIGHT) Who's going to win the hand-held war? Ask David Inglett from Hearts!

TETRIS STROKE TAJ MAHAL TEASER

Dear **GO!**,

Regarding Peter Harrison's letter of issue 6 and his question "Why the hell does Tetris have the Taj Mahal at the beginning?" The answer is, it doesn't. In fact, the building is a very famous Russian building, the name of which escapes me right now, and it is there because Tetris was originally conceived by a Russian, and not by an Indian (if it had, the Taj Mahal would no doubt be an appropriate backdrop, but since it wasn't, it isn't).

I hop this answers your question Peter, aligns the planets in universal harmony and educates the Game Boy public on the finer points of Soviet Architecture (similar as it is to Indian architecture).

AONGHUS DE BARRA,
Ranelagh, Dublin

Any more game/building combination queries that our readers could sort out for you? Send them to 'I CAN'T TELL THE WHITE HOUSE FROM A GREENHOUSE' at the usual address.

SHOOT ME! I'VE GOT A VIC 20!

Dear **GO!**,

My friend lent me a copy of your magazine to read on the bus recently. I was disgusted to read the debate on which hand-held was the best. I own a VIC 20 (because I am sad) but was promised a hand-held for Christmas. "Which one?", I hear you cry. Lynx is the best, no, Game Boy, etc, etc. The truth is, I would have been grateful for any of them. The majority of your readers should realise that they are lucky to have one at all.

Unfortunately, I was unable to get one in the end and have had to console myself with my VIC - which, incidentally, has just broken and is not worth repairing.

I ask your readers to be happy with what they have been given, or bought for themselves, and to stop whinging.

GREG SAUNDERS,
Evesham, Worcs

PS I think your mag is otherwise brilliant and I shall buy it all the time when I eventually get a hand-held.

GOT BY THE GAME PLUS GUFFAW

Crikey! We did have a jolly old time laughing at your phonecalls when we brought you the story of the incredible Game Plus adaptor and Streetfighter II on Game Boy - it was an April Fool! A few of you weren't caught out, though - and what is strange is that most of the doubting Thomases were Irish people!

STRIKE A LIGHT! WHERE'S THE LIGHT?

Dear **GO!**,

In the latest edition of this totally excellent mag you said the Game Boy wouldn't be on sale in the UK for years and years, yet on page 20 there was a photo of a Game Boy with apparently colour graphics. Is it real or fake? I noticed the battery light was not on (am I smart or what?).

MATTHEW PHELPS-JONES
Camberley, Surrey

PS I have a Game Boy and think it's solid!

The screen on the Game Boy wasn't actually taken on a Game Boy at all! It was shot from a TV screen using a Wide Boy (a device that lets you play Game Boy games on a telly screen - very handy if you want high-quality screenshots) then superimposed onto a photo of the machine! The Wide Boy lets you change the background colour of games, so that's where the yellow hue comes from. A bit of photographic trickery, from those clever fellers who bring you the world's ONLY hand-held mag!

I'LL BUY THAT FOR A DOLLAR

Dear **GO!**,

Yet another excellent issue of GO! Not only do we get more pages of reviews and news, but we also get an April Fool nearly as convincing as the Amigadrive! Unfortunately, the Game Boy amplifier, belt-clip, sticky tape and novelty twiddle bits (not to mention the black and white Famicom screenshots) were just a bit of a giveaway! (Just like GO! really!)To me, £15 seems a tad on the expensive side for just one copy, but if Derek and I Kinsella wanna buy back issues off me, I would be more than happy to take their money from them!

Keep up your most excellent work!

I MORENER,
Oldham

PS Does anyone else like jam, cheese and salad cream sandwiches? Yummy!

WHY ARE GG GAMES SO CRAP?

Dear **GO!**,

I've been reading your mag for the last six issues and I have to congratulate you on the new style. I would like to know whether there will be a BIG new game on the Game Gear, as most recent games have been a pile of crap, notable exceptions being Sonic and Donald Duck. The Game Boy seems to have some ace releases, but the Gear just has unplayable rubbish like Space Harrier, Heavyweight Champ etc. I'd like to see something like Terminator which is coming out on Megadrive and Master System.

If Sega want to compete with Nintendo then they should bring out some of the big names . The quality and quantity of Sega's little black box needs a boost, so Sega, get to it.

STEPHEN CALCOTT,
Coventry

There have been some duff releases on the Game Gear of late, but the good far outweighs the bad. What about Super Kick Off? Mickey Mouse? And Monster World 2, which is reviewed this very issue? And as far as Terminator is concerned, we can't promise anything, but...

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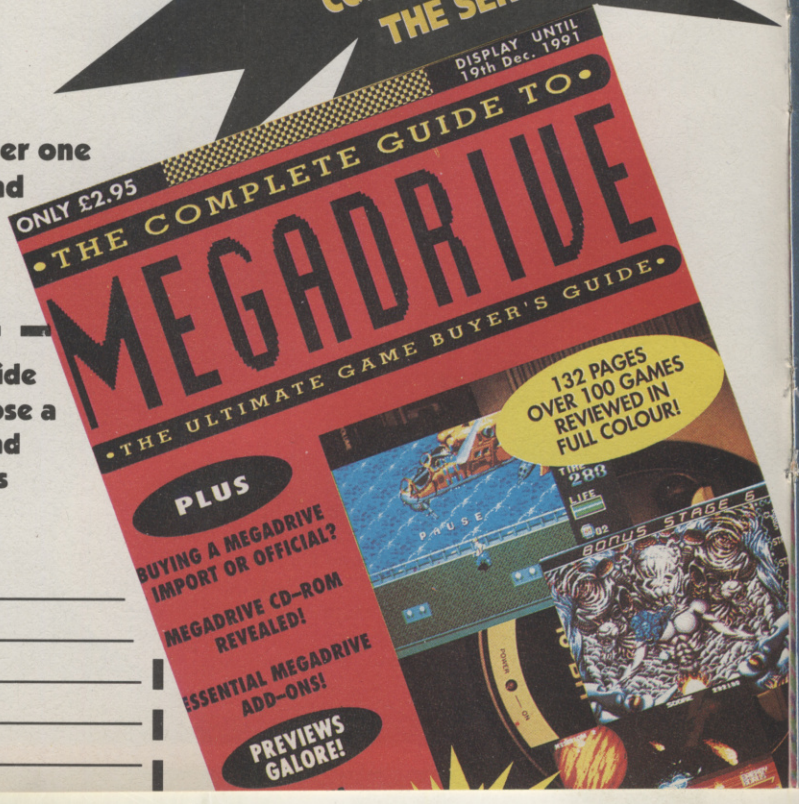


OOOH! QUICK! Send me a copy of the complete guide to MEGADRIVE because I'm really desperate! I enclose a cheque/postal order for £3.45 (£2.95 + 50 p post and packing) made payable to Mean Machines. Overseas orders send £5.00 cash (UK Sterling only)

Name _____

Address _____

RAMPARTS

In days of old when knights were bold and kings had money to burn, castles could be seen wherever you looked. Unfortunately for their owners, they were being continuously ransacked by undesirables who felt it their duty to make off with the loot held inside.

In Ramparts, you become the castle's caretaker and military genius. Defend your master's abode against the hordes and, when the battle's over, begin a repair and rebuild programme before the next gang turns up. And who said it was all banquets and deer-hunts, eh?

LYNX - £26.00

PICK A CASTLE, ANY CASTLE

First things first. Before you can take on the natives who want to do over your overgrown semi-detached, you've got to choose a castle from which to fight. There's a few to choose from, each one situated at a different position on the playing area. Select wisely - you don't want to be left wide open to all-out attack!

My liege! My liege! The enemy approaches! Those baddies storm onto the screen in their little longboats - blow 'em up afore they do you in!

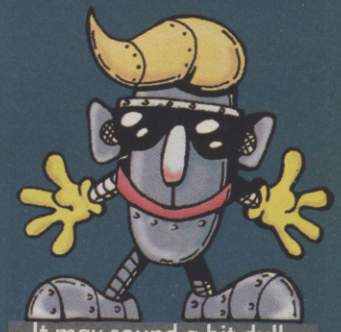
Hi ho, hi hi, it's off to work we go! Dig out your yellows and get repairing quick!

MAN THE CANNONS!

You aren't going to stop the invaders with just a quick smack in the chops; you're going to have to deploy something a bit more tasty - cannons, for instance. You're given a number of cannons to deploy in each round, and it's up to you to position them for optimum effect, depending mainly on exactly where the threat is coming from.

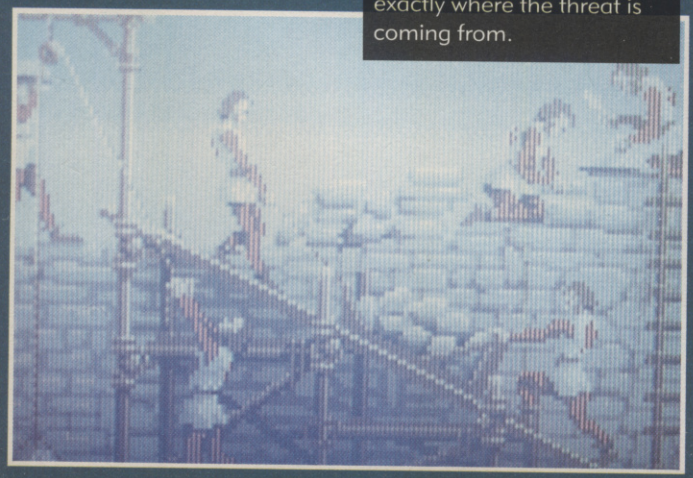
ON THE MEND

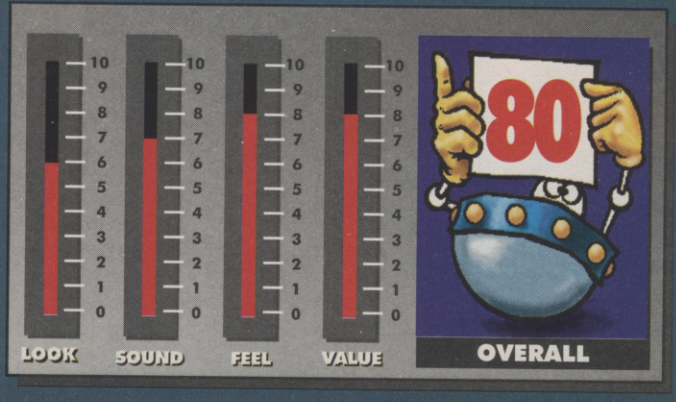
After the battle has ended, it's out with the bricks and mortar for a spot of rebuilding with the use of Tetris-style shaped pieces which slot together to form a wall with no breaks. If, when the time runs out, there's a gap in the wall, the baddies get in and you lose a life.

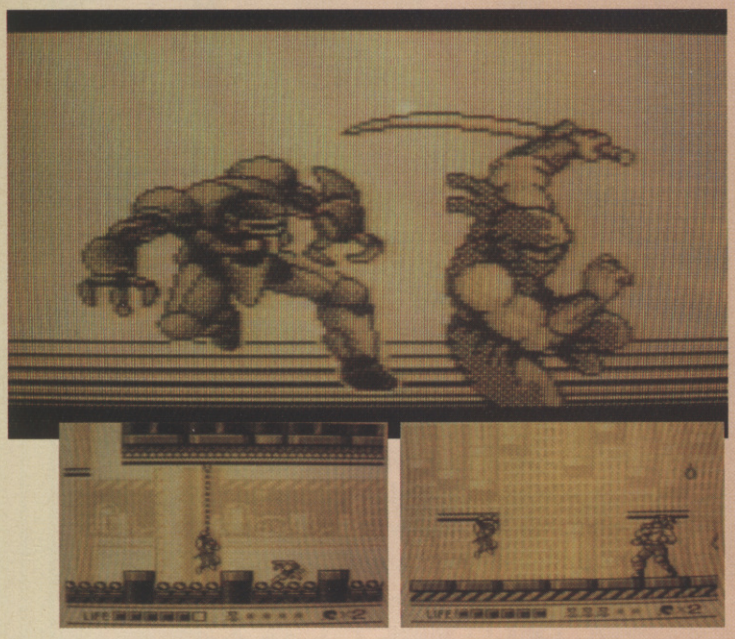


It may sound a bit dull, but Ramparts is actually an engrossing little strategy game. Graphically uninspiring, it's the simplistic yet strategic gameplay which wins out to make Ramparts a cart for Lynx owners to look out for.

PAUL RAND





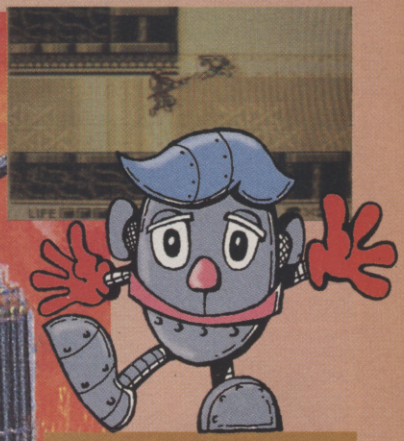


The Ninja Gaiden legend returns on Game Boy! It's the year 1985 and the young Ryu Hayabusa who, three years later, goes on to defeat Jaquio, is in training. Wet behind the ears and unpolished in his fighting skills, Ryu already knew the meaning of justice. A good thing too, for the Emperor Gulf has appeared, to bring fear and death to the world.

Gulf, an underling of Jaquio, believed himself to be invincible. The only danger came from the Dragon Clan and they had all been wiped out. Or so he thought. One lone warrior survives - Ryu Hayabusa is his name.

GAME BOY - £24.99

NINJA GAID

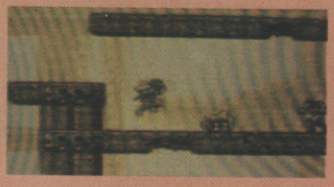


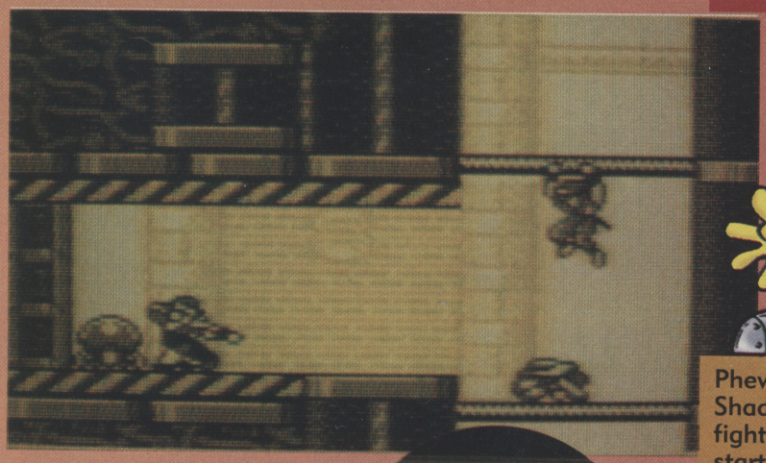
Blimey! Ninja Gaiden Shadow must rank as one of the best Game Boy beaters yet seen! Fab (but dinky) graphics, cool sound and some monstrous gameplay are all the elements you need for fun - and NGS more than delivers. One for the collection!

TIM BOONE

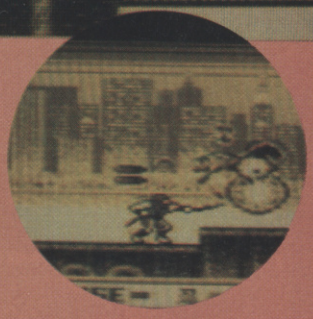
JUST HANGING AROUND

Whenever Ryu feels the need (like when something on the ground is going to kill him in a horrible fashion), he can hang onto any pipes above the floor and shimmy along them. Not only is this useful for passing any dangerous ground-based objects, it's also a handy way of getting behind those nasties and stabbing them in the back. Whoever said ninjas were honourable?

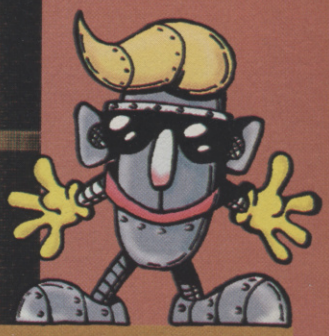




Blow me, look at the size of that thing! Luckily I've got gunge grab hands that stick to anything and before long this bad boyo's gonna be history 'cos I'm a bit of a boy, me...



THANKS...to Console Concepts (0782 712759) for the review cartridge.



Phew! Ninja Gaiden Shadow is a furious fighting frenzy from start to finish! You'll go glassy-eyed over the graphics, slaver over the sound and pop a cork over the playability! A brilliant beat 'em up worthy of anyone's time and money.

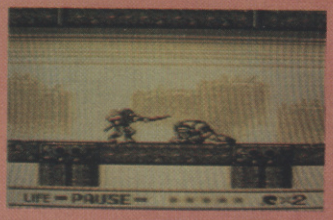
PAUL RAND

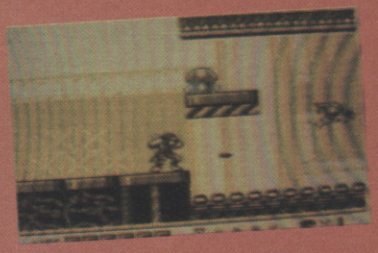
EN SHADOW

NINJA NASTIES

Each of the levels, as well as being full to bursting with Gulf's goons, have a boss waiting at the end, eager to bring your mission to a swift halt. Let's take a look at those nice guys Ryu will run into along the way, shall we?

STAGE ONE: *SPIDER*: Half mutant arachnid, half robotic killing machine, Spider relies on his agility and metal claws to see off any unwanted visitors to his domain.

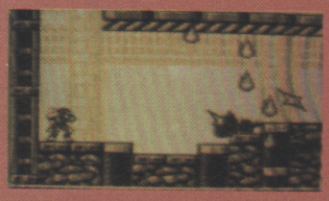




STAGE TWO: *JACK AND GREGORY*: They may sound a bit wimpy, but they're not. Jack 'n' Greg are top wrestlers who work together to meet their aims. Jack will hold onto his enemy while brother Gregory beats him to a pulp - not an appealing prospect.

A WHEELY HOT TRICK

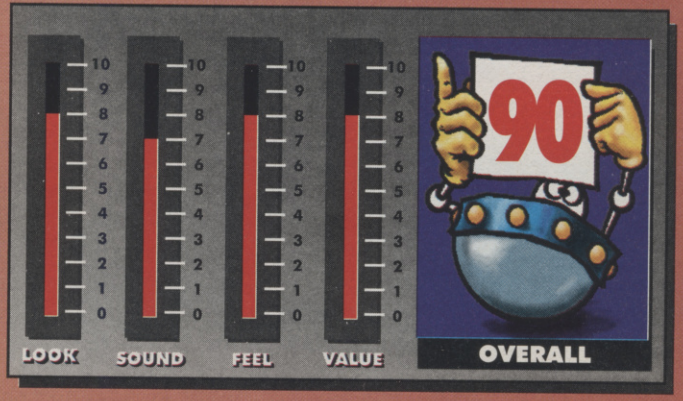
Ryu being just a YTS ninja and all that, he's only learnt one piece of ninja magic - the Art of the Fire Wheel. It's quite smart and gets rid of Emperor Gulf's honchos in no time at all. Unfortunately, our boy only gets four cracks at using his magic, unless he find extra power units, so use them with care.



STAGE THREE: *COLONEL ALLEN*: The boss of Emperor Gulf's private bodyguards, Colonel Allen has always found that a few bursts of rapid machine gun fire puts paid to even the most determined good guy.

STAGE FOUR: *EVIL NOBLEMAN WHOKISAI*: He may have a funny name, but Whokisai is no joke when it comes to kicking his enemies all over the place! With his mystical power over the wind and his Fan Boomerang weapon, you'll be hard pushed to find whether this nobleman is noble in defeat.

FINAL BOSS: *EMPEROR GULF*: He appeared from nowhere to bring chaos to the world. This dastardly demon is one of the most vicious devils ever to crawl out of Hell - and there are rumours that he can transform his body into that of a massive fighting robot. Crumbs!

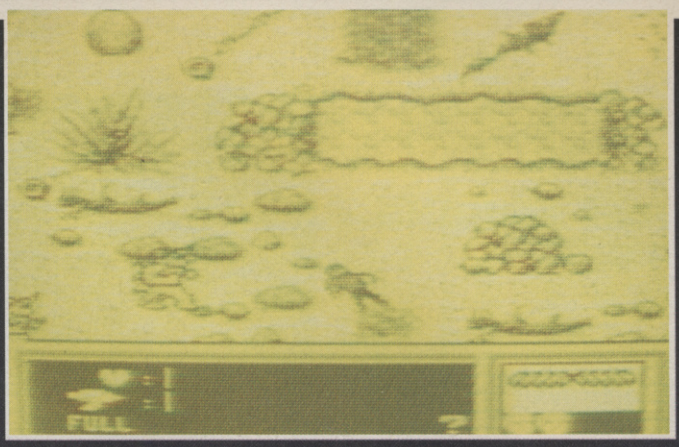


REVIEW

STAR TREK- THE 25TH ANN

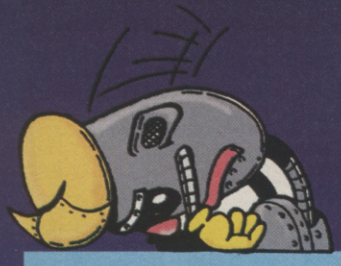
Space. The final frontier. These are the words that opened each episode of probably the most influential sci-fi series ever - Star Trek. Join Captain James T Kirk and the crew of the starship Enterprise in their most perilous mission yet, to celebrate twenty-five years of the Trekkie phenomenon. The Doomsday Machine has appeared and is tearing large chunks out of the universe. What's worse, the Klingons have stolen the Disrupter - the only device capable of stopping this malicious machine, and dismantled it, scattering the parts throughout the Final Frontier. The task for Kirk and Co is to collect all the bits of Disrupter and destroy the Doomsday Device - and if you think you're going to live long and prosper, you'd better think again.

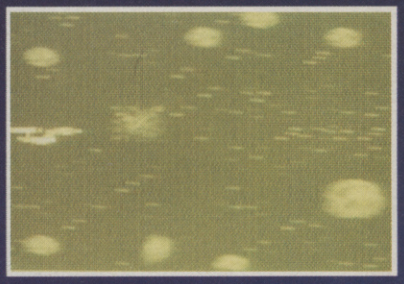
GAME BOY - £24.99

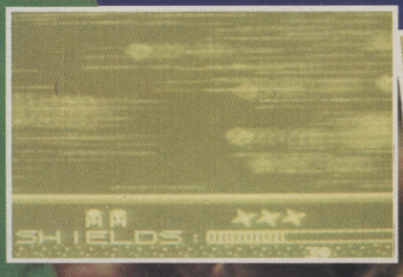


PHASED OUT

Being a starcruiser, you'll invariably find the Enterprise flying about the cosmos. You have two types of weapon under your control - phasers and photon torpedoes. While the phasers last forever, they aren't that hot when it comes to clearing a path through the cosmos. The photon torpedoes, on the other hand, are pretty handy; but you only begin with four, so use them wisely.





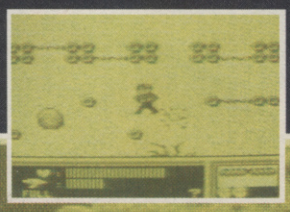


While the license offered a lot of scope to the programmers, what has materialised is a half-hearted shoot 'em up with a collect-the-bits sub-section bolted on for good measure. Graphics are pretty poor and sound is quite abysmal, and you'll soon get bored of doing the same thing time after time. Beam this cart back up, Scotty.

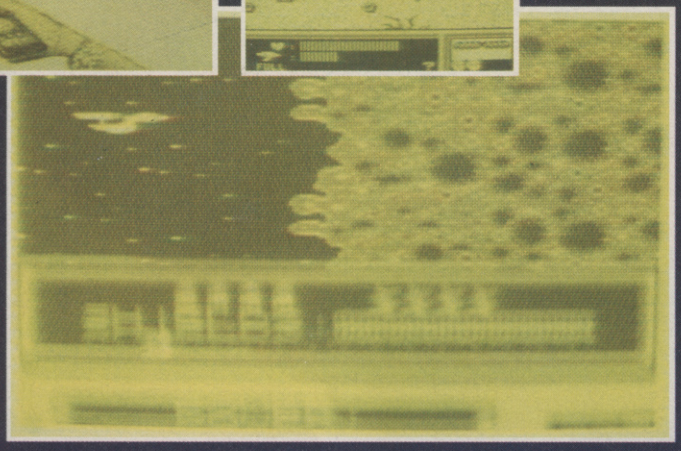
PAUL RAND

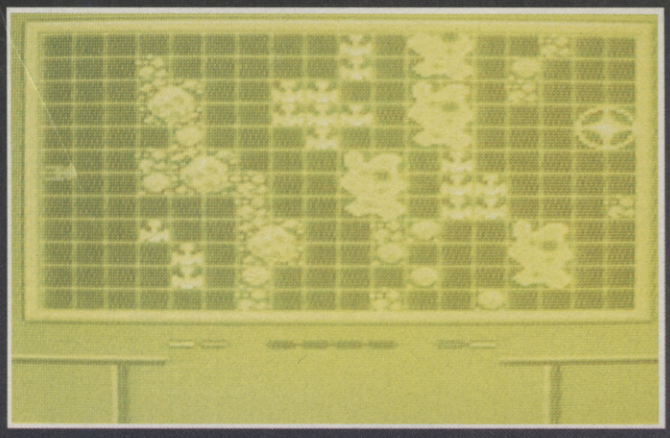
SOMETHING FOR THE TREKKIES

The Star Trek saga first hit our screens in 1968 and spanned 79 episodes. The series became an institution, rocketing a whole host of relatively unknown actors to stardom. William Shatner, who played the square-jawed hero Captain James T Kirk (the T stood for Tiberius!), later went on to become telly cop T J Hooker and released a live album, cleverly entitled William Shatner Live: Not only that, but both he and co-star Leonard Nimoy, alias Mr Spock, directed a couple of the smash-hit Star Trek movies!



Boldly going where no man has gone before - into the globulous space amoeba with Kirk and Co.





PIECES OF TWELVE

There are twelve pieces of the Disrupter to collect, each hidden on a different planet. Kirk and his cronies will have to find the correct worlds, battle through battalions of baddies and dangerous asteroid fields and beam down to pick up the pieces if they're to avert disaster!

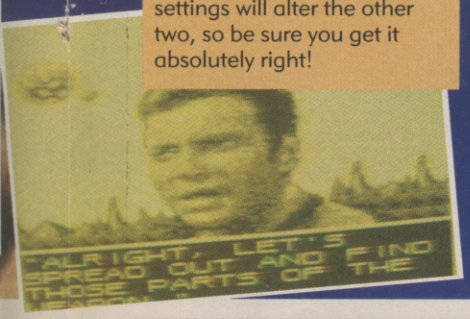
SAVE THOSE STARDATES

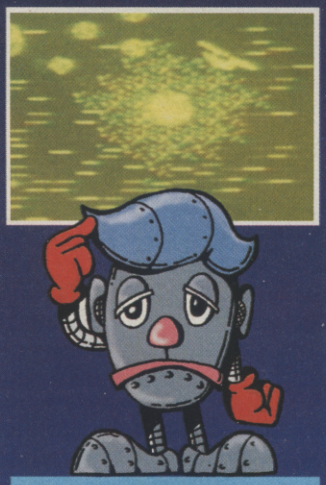
It's a pain in the Dilithium crystals when, after getting really far into a game, your mum shouts you for tea and all must be lost - the wrath of a parent is worse than that of a Klingon! Luckily in Star Trek, you receive a Stardate on each planet you visit - in future games simply select the Continue option at the start of the game and enter the stardate to be transported back to that world!

NIVERSARY

ENTERPRISING ATTRIBUTES

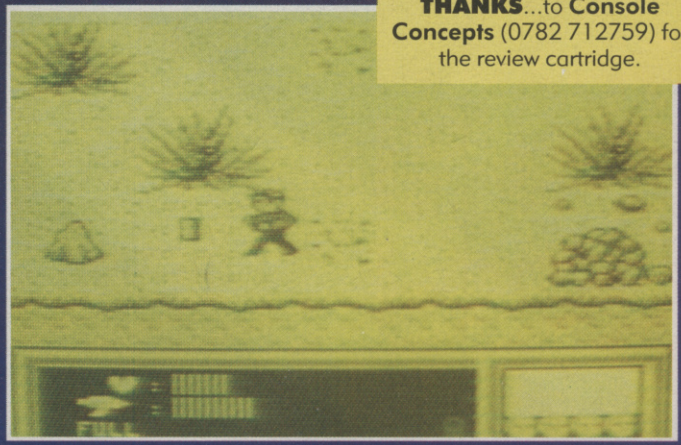
If you've seen Star Trek on the telly (or indeed, in the cinema, where the last in the Star Trek movie series has just finished doing the rounds - it's fab, by the way) you'll no doubt have noticed the complicated controls on the bridge. These have been cut down ever-so-slightly in the game to eight directions and two modes of firing. There are three important settings which you can tinker with in order to improve your chances off success at various stages of the quest: Shields, Speed and Phasers. Changing one of these settings will alter the other two, so be sure you get it absolutely right!





Kirk and his cronies have had me on the edge of my seat more times than I've had hot dinners, but this Game Boy game left me feeling decidedly flat. Stone-age graphics and tiresome gameplay make a game that should boldy go away.

TIM BOONE



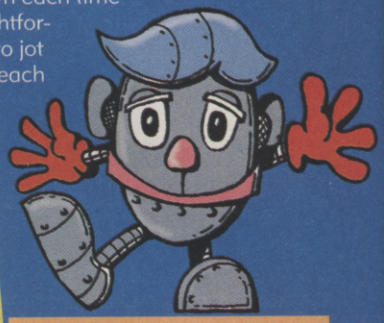
THANKS...to **Console Concepts** (0782 712759) for the review cartridge.

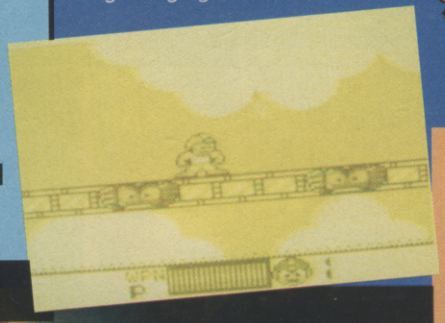
REVIEW

You can't keep a bad doctor down! The psychotic surgeon in question is Doctor Wily, thorn in the side of everyone's hero, Mega Man! The most amazing superhero ever to hit the little Nintendo returns in this all-new multi-level arcade thrash, with the player controlling the man Mega himself, through screen after screen of Doctor Wily's most ferocious cronies. So what's the maniacal MD been up to this time? He's nicked a time machine from the Chronos Institute and has zipped off to the far future - the 39th Century to be precise, to grab some wicked weaponry and return to take over the Earth. Mega Man's task is to fight his way through Wily's robot guards and find the Time Skimmer - then shut it down!

A DOTTY WAY TO PASS

Mega Man doesn't want to be smashing Wily's robots any longer than he has to - who would? - so there's a handy password system included in the cart! A grid appears, into which you enter dots, the correct positioning of which is shown each time you destroy a guardian. Very straightforward, don't you think? Remember to jot down the dots on a piece of paper each time you're shown the code, otherwise you'll forget it and have to fight all the way through from the beginning again!

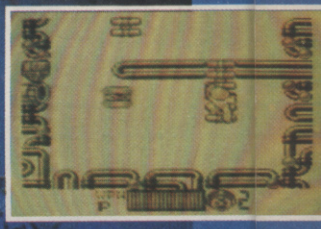




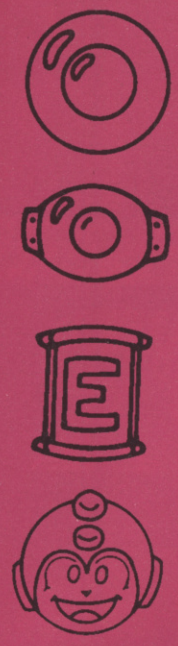
GAME BOY - £24.99

Hurrah! The mighty Mega Man is back in another amazing adventure! This time round it's slightly more playable, with beautiful sprites and loads of baddies to avoid or kill. Most importantly, the urge to get that little bit further is there until the very end. An excellent platform romp - hurry up with Mega Man 3, please!

TIM BOONE



MEGA M



LOTS OF LOVELY STUFF

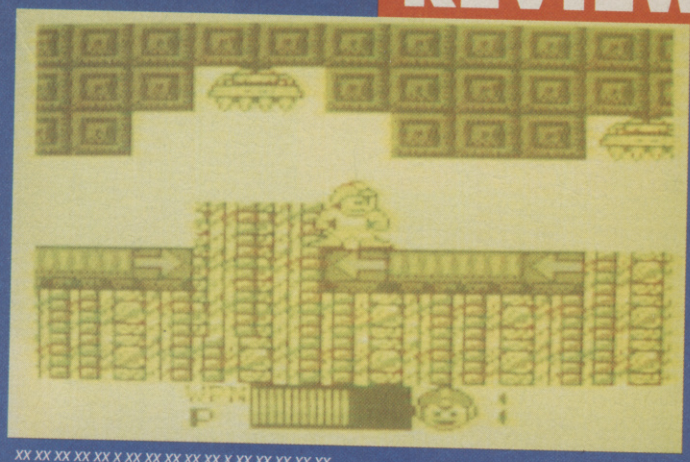
Even a mega man like Mega Man needs a helping hand from time to time! Some of the enemies drop items which can be used against the baddies. These are:

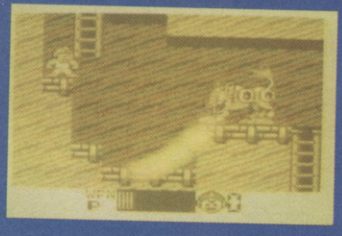
ENERGY PELLETS: Run down? Lethargic? Don't bother with Lucozade! Take an energy pill to increase Mega Man's strength!

WEAPON CAPSULES: It's a pain when you're blasting merrily away, only for your gun to run out of 'oomph'. Grab a capsule and increase the energy of your weapon!

ENERGY TANKS: Everyone likes being tanked up - and our hero is no exception! Pick up one of these to restore Mega Man's energy supply.

1-UP: A 1-UP in Mega Man's world is the same as everywhere else - it gives an extra life!



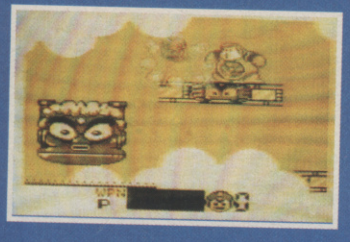


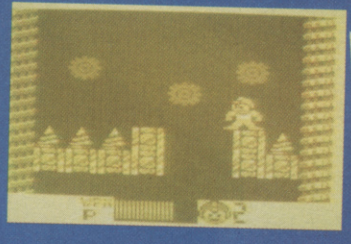
GUNNING FOR GLORY

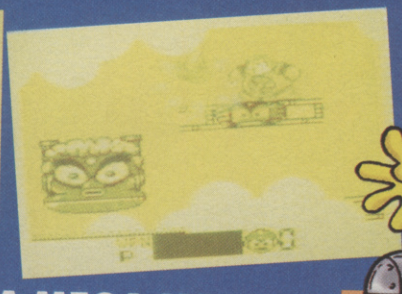
Knock off Doctor Wily's metal meanies and you'll receive brand new weapons with which to dole out your own special brand of justice! You don't lose an old weapon when you collect a new one either. Pressing START takes you to the weapon selection screen - just select the one you fancy and put the current gun safely away for later use!

CRAP CARTOON CORNER

It's quite possible that you've seen our friend Mega Man on telly! He's got the starring role in a cartoon called Captain N, which used to grace our TV screens early on Saturday morning, some months back. But if you never got the chance to see it, don't worry. You haven't missed much.







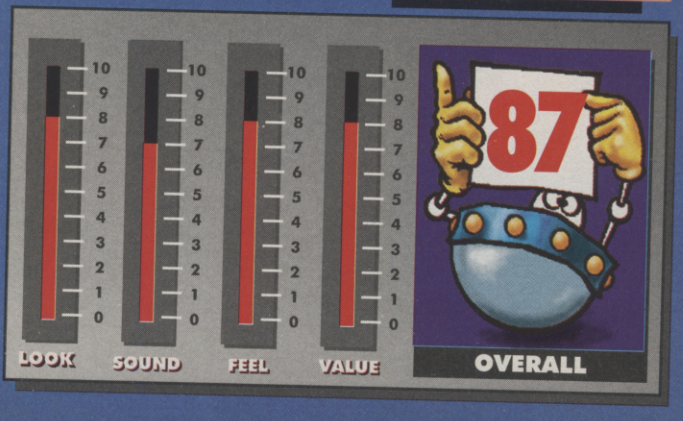
MAN II

A MEGA MATE

Mega Man's best friend is a robot dog called Rush, who comes into play whenever you find an adaptor. Rush is really cute and helps his master out in every way he can - even though an outrageously large laser gun would be rather more useful under the circumstances. At least he doesn't poo on the floor, though!

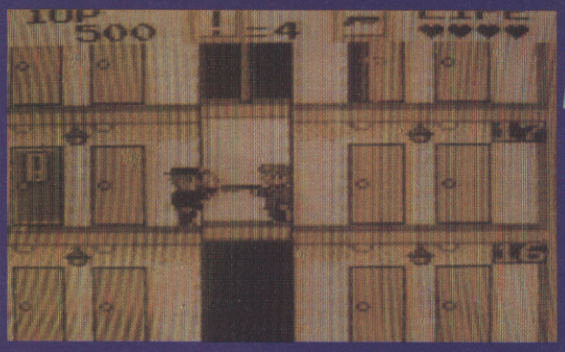
The first Mega Man blast on Game Boy was the tops, and the sequel is even better! Nine levels of fun 'n' fighting is what's in store for anyone who grabs this cart, and the action is complemented by the great graphics. It's mega, man!

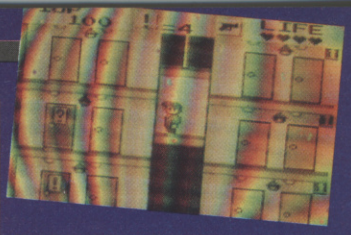
PAUL RAND



REVIEW

ELEVATOR ACTION





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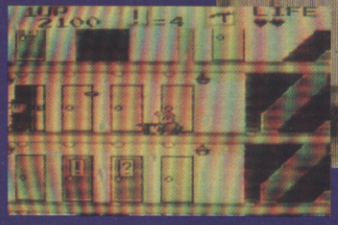
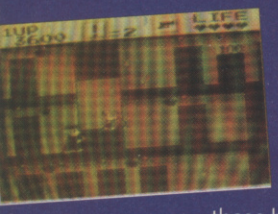




GIVE US A LIFT, MATE

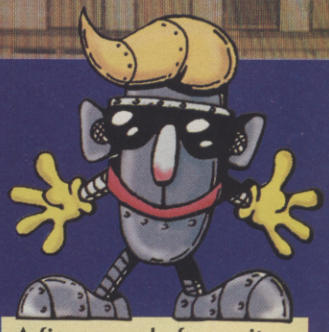
So why is Elevator Action called Elevator Action? Because most of the action revolves around...wait for it...elevators! Your little agent will find it most necessary to use the lifts and, indeed, the escalators to travel between floors, not only to get to different doors behind which are extra weapons and stuff, but also to get well away from any gun-toting guards who happen to be on the same level as you!

GET SOME GUNS

There are quite a few different guns to find in Elevator Action - and it's a good thing too, as the one you start with is fairly crap. In fact, it's pretty hopeless. But don't worry too much, for you can find shotguns and machine guns which waste those behatted boyos faster than the blink of an eye.

SCORES ON THE DOORS

There are doors-a-plenty in Elevator Action, and you've gotta be on your toes when you pass one. Some conceal items or disks, but others hide enemy agents who pop out and shoot you. The nasty lot.



A firm arcade favourite of most folk around here, Elevator Action has translated well to the Game Boy. Fun and addictive, the timeless gameplay is simple yet demanding. If you liked the coin-op, you'll love this!

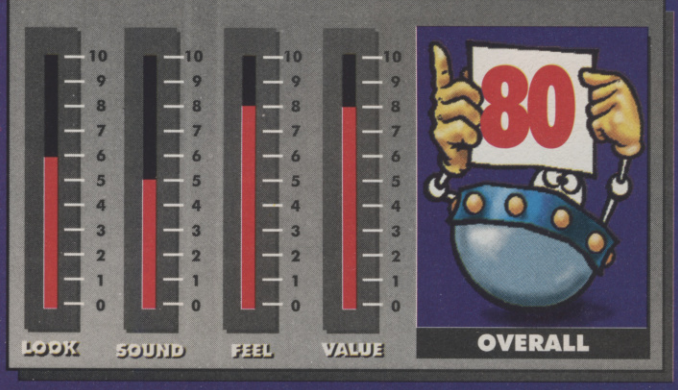
PAUL RAND

ARE GUARDS AWFUL PEOPLE OR WHAT?

Guards aren't the nicest folk around. The guards in Elevator Action, though, are the nastiest of the lot, 'cos they carry guns and won't think twice about using them at your head.

Lordy! An oppressive criminal organisation is bringing terror to millions - and the police can't do a thing to stop them! They're ensconced in a massive high-rise building, guarded day and night by psychotic guards and dangerous dogs. The only way to find enough evidence to close them down is by breaking into the building and nicking a load of computer disks holding vital information concerning the organisation's activities. Use your skill and cunning to track down the disks, using items found inside the building and avoiding or destroying the guards before they put you in a smart pair of slippers - concrete ones, of course. Not a nice prospect for anyone, but luckily you've got what it takes to close down their seedy operation for good. You hope!

GAME BOY - £24.99



look smart with a Megatech t-shirt

To join the growing band of MegaTech T-shirt-wearing style-mongers, fill in the form below and send it to this address, including a cheque or postal order for £6.50, made payable to Emap Images Ltd. Please don't send cash and please allow 28 days for delivery.

MegaTech Mega T-Shirt, Peterborough Mailing, PO Box 500, Peterborough PE1 5TQ

only £6.50 (inc p+p)

We could claim that the Megatech T-shirt stops .303 bullets fired from a Lee Enfield rifle, but that wouldn't be true. So we won't.

We could claim that the Megatech T-shirt will make you more attractive to the opposite sex, but that couldn't be guaranteed in writing. So we won't.

We could claim that the Megatech T-shirt provides the wearer with the ability to fly through the use of psychokinesis, but strictly speaking, it doesn't. So we won't.

What we could honestly claim is that the Megatech T-shirt is a smart bit of gear which is good value for money and has a big skull on the front that ensures you don't look soft when you wear it in the street.

I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

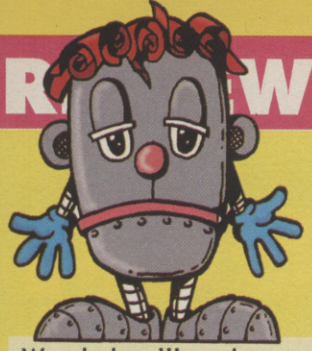
MY NAME.....

MY ADDRESS.....

.....

Please send me..... T-shirt/s in MEDIUM/LARGE/XL(please state).....

I enclose a cheque or postal order for £6.50 per shirt.



Wonderboy III on the Master System was a top adventuring lark, and this Game Gear version is just as good! Brilliant graphics are in abundance and the game is so big it'll keep you going for yonks!

FRANK O'CONNOR

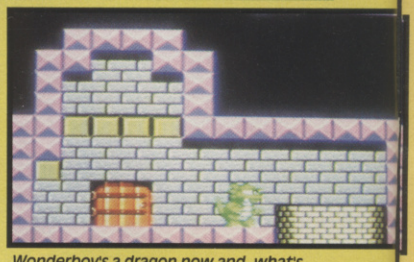
He's still a human being at the moment - but not for long! The world's hardest young 'un, Wonderboy, hits a baddy so hard it goes translucent! Jeepers.

HE'S ALL HEART, HE IS

The boy Wonder is a kid with a strong heart, and that's handy because his energy is stored in that very place! Each time he comes into contact with an enemy, Wonderboy loses some energy from the heart at the top of the screen - if all his strength is depleted he loses a life.

BAH, THOSE BLOOMIN' BADDIES

You couldn't choose a better name for Monster World; its inhabitants are truly monstrous! From horrible hogs to feisty flowers, they'll all be out to grab poor little Wonderboy by the cheeky bits and not let go until he's shuffled off this mortal coil!

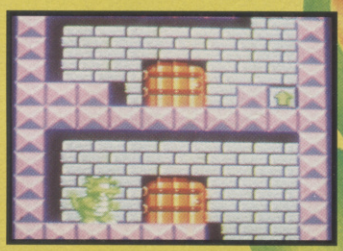


Wonderboy's a dragon now and, what's worse, the castle is about to collapse around him! Better jump down that well quick before something bad happens.

MONSTER

WONDER WEAPONS

Wonderboy starts the adventure with just his simple kiddies sword. Not much help against some of the bad, bad baddies he'll no doubt bump into during the course of his quest. But don't be too downhearted - there's a whole host of goodies to collect, including whirlwinds, boomerangs and even lightning bolts, which all put paid to the antics of the nasties in Monster World.



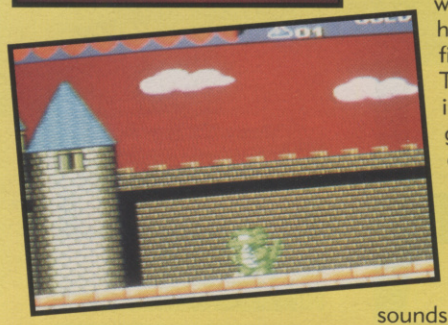
Wonderboy is back! The bravest bairn ever to hit the screen returns in Monster World II, and guess what? Yup, his girlfriend has gone and gotten herself abducted again. She's been taken to Monster World, the most dangerous place in the kingdom, and Wonderboy simply has to go and rescue her.

It's adventure all the way, along with a fair smattering of danger, but he's assisted by a special spell which allows him to change into a variety of animals! What we want to know is, why doesn't he just finish with the lass and find himself a less demanding girly!

GAME GEAR - £24.99

MONEY MAKES THE WORLD GO AROUND

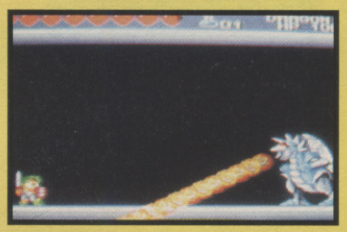
You can't go wrong with a bit of cash in your pocket, and the same is true in Monster World. Wonderboy can collect coins throughout the game, and these can be used to buy items and health whenever he finds a shop in the many towns and villages he'll come across.



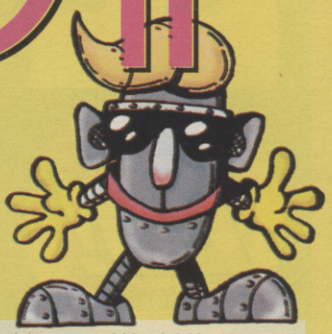
IT'S TIME FOR A CHANGE

It's not Wonderboy's day, is it. Tramping through a castle, beating up baddies, when all of a sudden he transforms into a fire-breathing dragon! That's not all he turns into, either. During the game, Wonderboy will also change into a mouse, a lion and bird and something that looks like the Creature From The Black Lagoon - sounds a bit fishy to us!

R WORLD II



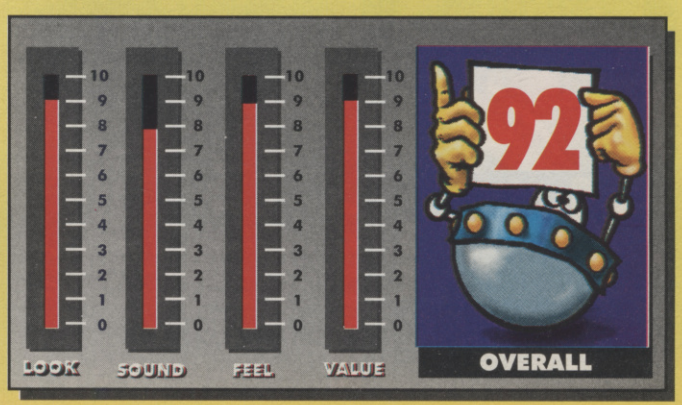
Hey, wait a minute! How the devil is this small piece of land simply floating freely in mid air? It's a miracle! Actually, it isn't at all. The tree on the land has thin but very strong wire attached to it, going to an off-screen pulley system which attaches to the snake on the right.



Monster World II is, to all intents and purposes, the same as Wonderboy III on the Sega - no bad thing, because that title ranks as one of the best on the machine. What you get here are excellent graphics, fine tunes and playability second to none. Get Monster World II and you'll be engrossed for ages!

PAUL RAND

THANKS...to Console Concepts (0782 712759) for the review cartridge.



LYNX TOP TEN

HAND-HELD GO! VIDEO GAMES

Atari's little beauty gets the Top Ten treatment this ish. There haven't been too many releases for the Lynx in the past, but what is out there is generally of a high quality. FRANK O'CONNOR takes a trip down Lynx Lane to bring you the best. What a boy!

KLAX

This is one of the best puzzle games of all time. Square blocks roll down the screen which you catch in a paddle and drop into a grid. You have to line up the blocks in rows of three or more - horizontal, vertical or diagonal, but they must be comprised of blocks of the same colour. The graphics are smart, but where this title excels is in the sound effects dept. Samples galore as a sexy woman gives you instructions. Perfect playability and tons of variety.

STUN RUNNER

Graphically stupendous conversion of the hit Atari coin-op. The original used polygons galore to simulate a frantic race through a maze of tunnels. This fakes the polygons and as a result it moves even faster than the arcade game. Every single tune and sound effect has been sampled from the arcade machine and the game is a sonic treat. Basic bobsled-style gameplay but a massive adrenalin booster.

NINJA GAIDEN

Fans of the Shadow Warriors coin-op may find this a bit familiar -it's the same game! It's a straight conversion of the arcade beat 'em up, following the lines of Double Dragon. Walk along, kick the baddies and collect weapons across level after level of chopsocky action. Not exactly a brain-strainer but the graphics are lush and gameplay is fast and frenetic.

CHIP'S CHALLENGE

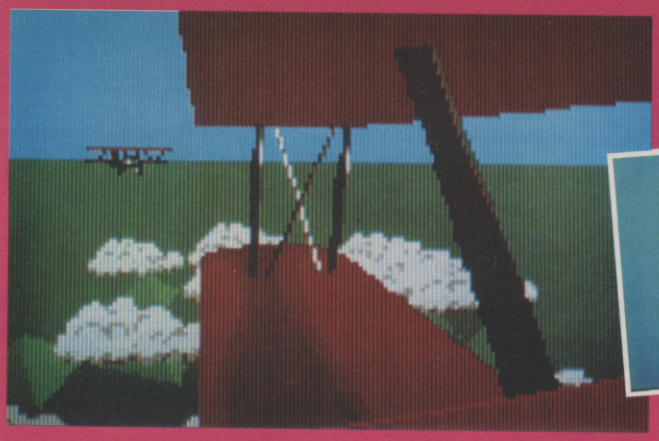
Chip is trying to join a club so he can get off with a girl. It's a bit sad really, but he has to perform a number of tasks to get in. They all revolve around a danger-filled maze where Chip must solve a number of problems. The puzzles change with each level but the basic gameplay is a cross between Pengo and Boulderdash. Chip's Challenge was one of the first Lynx tites available, yet the gameplay is as fresh as the day. Top quality entertainment with oodles of levels.

PACLAND

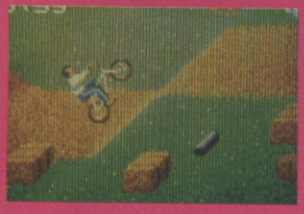
The yellow beach ball is back, this time in a Mario-style platform romp. It's a real race against time to reach the end of each level as you avoid a selection of ghosts and killer vegetables. There are dozens of hidden objects,screens and bonuses which together make this a brilliant conversion of the arcade original.

WARBIRDS

If it's top dogfighting fun and frolics you're looking for, you could do worse than go for this semi-proper flight sim, with heavy emphasis on blasting action. Graphics are most impressive as you soar around biplane-infested skies, dusting the Jerries as you do so. You can view the action from several angles and it really is great fun. Dogfighting with a two-player link is a top-flight treat.



LYNX



CALIFORNIA GAMES

No way dudes! Those totally narly Californian beach bums have come up with some mondo bizarro sports in the past, the best of which can be played on this bodacious cart. The events include BMX racing, Hackey Sack juggling, Surfing and Skateboarding. All the events require different skills and the variety and playability makes California Games a real bargain.

GAUNTLET

Not really a conversion of the arcade game, but it borrows ideas form the arcade smash. There's a big element of adventure as you move your chosen character through a goblin-infested maze. There are puzzles to solve and hordes of ghosts to fight. Graphics are pretty, sound effects impressive, and you can link up to other machines for simultaneous four-player action. Great stuff and a huge area to explore.

FIDELITY CHESS

This is a bog-standard chess game with one important feature. It takes advantage of the Lynx's weird processor to make the computer opponent one of the toughest outside a Grandmaster tournament. Fidelity are famous for their chess computers and this is one of the best implementations of the game. The graphics are crisp and clean and the sound effects adequate. Lots of options and very tough.

ROBOTRON 2084

An ancient, but massively addictive and frantic shooter with no frills or trimmings. Smash TV uses the same idea but this is a raw, no messing blastorama. The object is simple; kill the bad guys, collect the good guys and keep doing it. That's all there is to it. No mess, no fuss no waste. Just fun!

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THE MICROSELLS cont.

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THE MICROSELLS cont.

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THE MICROSELLS cont.

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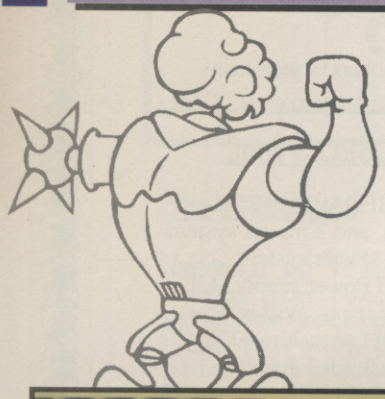
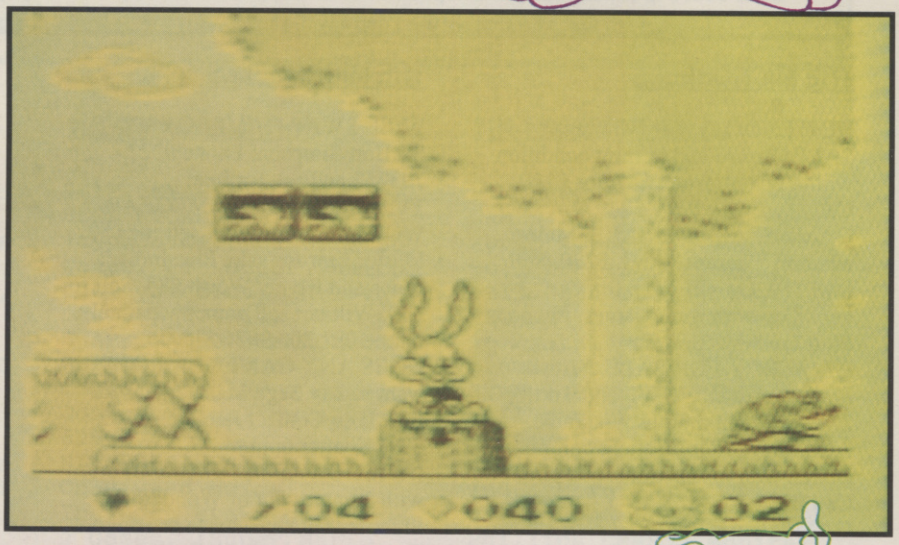
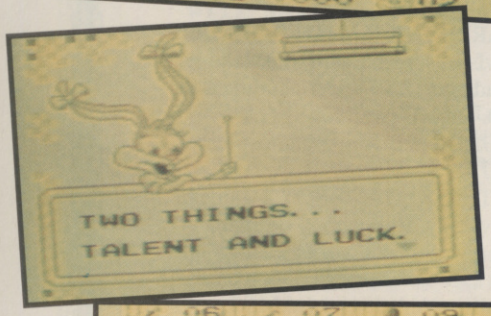
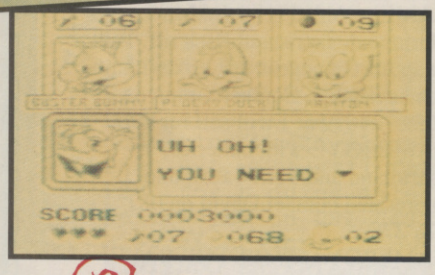






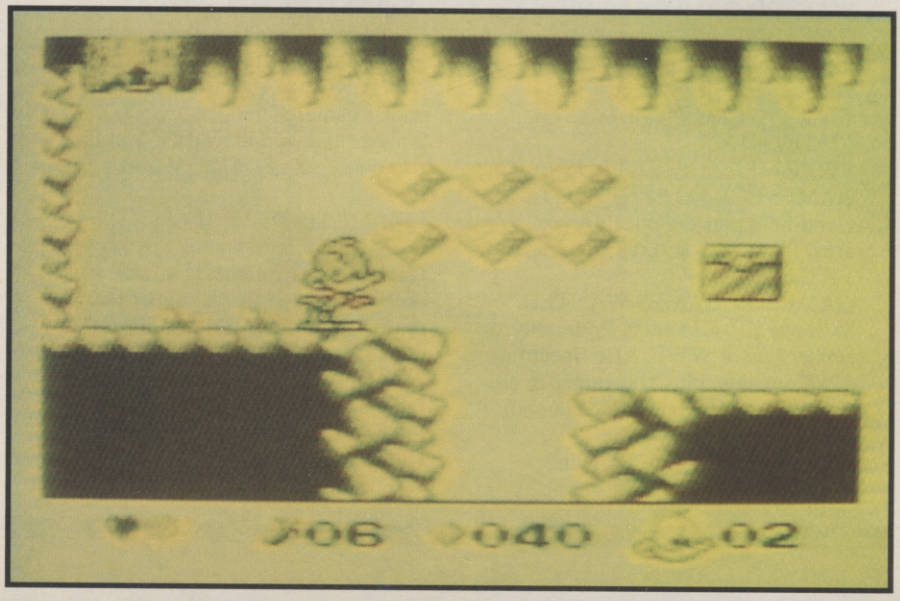


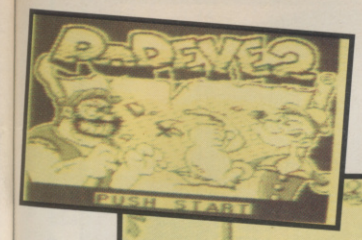
TINY TOON ADVENTURES

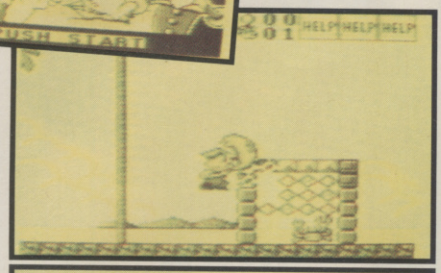
They're tiny! They're toony! They're all a little loony! They're the Tiny Toons, product of the man who can do no wrong, Steven Spielberg, and they're about to burst onto Game Boy screens soon! If you haven't seen the brilliant cartoon, the Tiny Toons are baby versions of some of your favourite cartoon characters! Meet Buster Bunny, Plucky Duck and Hamton Pig - and control them all in what could turn out to be one of the best Game Boy games for a long, long time.

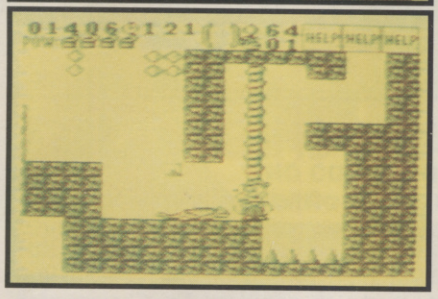
Babs is off to downtown Acme Acres with aspirations of becoming a big star at the Acme Theatre. Unfortunately for her, the wicked Montana Max wants to close down the joint and turn it into his own private vault. It's up to Buster, Plucky and Hamton, with help from some of their best friends, to ensure that Babs makes her appearance on the stage. It's platform action all the way, mixed with secret rooms and sub-games, to make Tiny Toon Adventures sound like one hot cart. And as usual, we'll be first in there with an EXCLUSIVE Review next month!

GAME BOY - £TBA







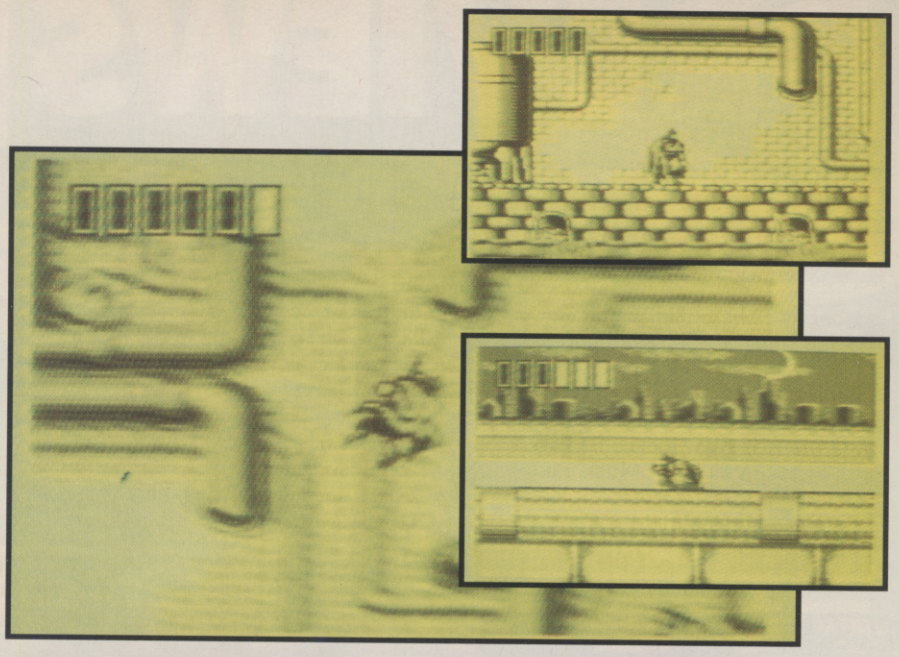


POPEYE 2

If eating spinach and going out with skinny women is your cup of tea, then you could well be interested in Popeye 2! Brutus (or Bluto, if that's the name you prefer - if anyone knows why his name was changed in the cartoon, write to BRUTUS/BLUTO DILEMMA at the **GO!** address - a game for the funniest explanation) is up to his old tricks again, stealing away the 'lovely' Olive Oyl and hiding her from Popeye. It's up to you, as the man with the bulging biceps and embarrassing squint, to track down your sweetheart and sort out your arch enemy!

Popeye 2 plays much like the Super Mario games, with hidden rooms and special items galore for the player to pick up and enjoy to his heart's content. Want to know what the finished item is like? Well you know what to do, don't you - check out a forthcoming **GO!** when we'll bring you that all-singing, all-dancing Review!

GAME BOY - £TBA



BATMAN - RETURN OF THE JOKER

The man in black is back! Batman returns to the Game Boy soon in the sequel to the original classic hand-held game in Batman - Return Of The Joker, in which the Joker, surprisingly enough, has returned to bring chaos and disorder to Gotham City. The Dark Knight is all that stands between good and evil in this multi-level romp through the various areas of Gotham in a game which is markedly different to its prequel.

This time around, the action switches from Super Mario Bros-style gameplay to a style more akin to the likes of Mega Man and games of that ilk. Presentation has been altered too; the main sprites are much bigger than before, with an extremely large and detailed Batman character. As usual, we'll be bringing you the EXCLUSIVE **GO!** Review next issue - what more could a Batfan ask for?

GAME BOY - £TBA

FORTIFIED ZONE

Hey, these girls are really beginning to make an appearance in hand-held games! The latest member of the fairer sex to star in a video game is actually not at all fair - she's a crack soldier in Fortified Zone, the latest cart from Jaleco. One half of a two-person army, the lovely lady and her male counterpart are on a mission to infiltrate the enemy headquarters and, well, blow it up.

Featuring four challenging levels and legions of enemies to kill, Fortified Zone is shaping up to be a winner on the little Nintendo. With an interesting two-player option which allows participants to use each other's equipment, it will certainly make a change from trying to butcher your mate so that you can grab all the spoils for yourself! As if it needs saying, a **GO!** Review is on its way soon.

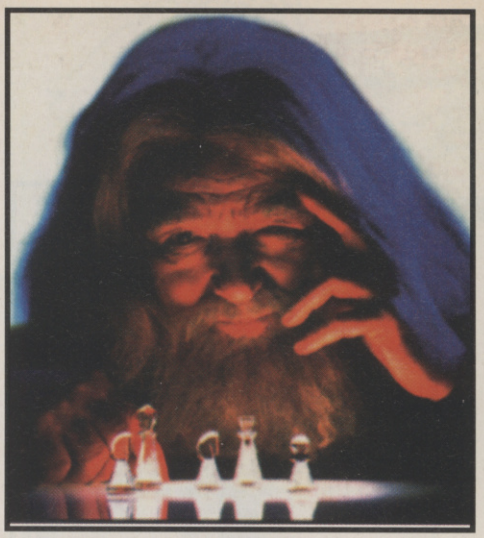
GAME BOY - £TBA

PREVIEWS

FIGHTING SIMULATOR

Fancy a fight, eh? A good old, one-on-one rumble? You do? Great; let's step outside, shall we? Play Fighting Simulator and you may just be able to say that to someone next time they're hassling you. Fighting Simulator from Culture Brain (the same lads who produced the excellent Faceball 2000) features seven types of fighting, from Karate to Kick Boxing, and even includes a scrolling beat 'em up where fully-trained yobbos can practice their new-found skills. This freebie, called Flying Warriors, puts you in the slippers of Rick, battling against an unknown enemy force so that he can nick a load of treasure. Sounds like a right hoot - you'll find out whether or not it turns out so in a later issue of gob-smacking **GO!**

GAME BOY - £TBA



THE CHESSMASTER

One of the most critically-acclaimed chess programs of all-time has found its way onto the Game Gear to taunt, tease and tantalise lovers of this brain-draining pastime. The Chessmaster proved a smash on Amiga, not only for its incredible challenge but also its use of 3D chess pieces! Unfortunately, that extra dimension we know so well has sort of got lost during the transition from Amiga to Gear, but expect exactly the same difficulty as the computer version.

All your favourite chess-related stuff is in there, from pawns and rooks to knights and, yes, even kings! With thousands of different moves to choose from, your Game Gear could give even the grandest Grand Master a run for his money. Look out for a Review in **GO!** over the coming months.

GAME GEAR - £TBA

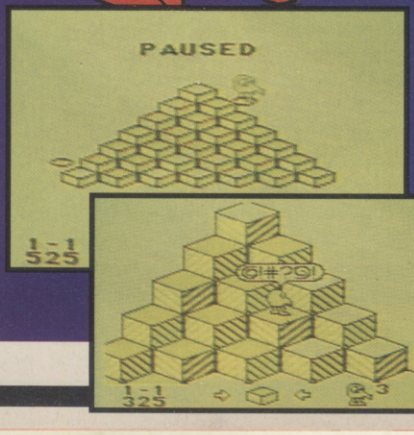
OLYMPIC GOLD

We're all off to sunny Spain for the 1992 Barcelona Olympics! At least, those of us with an absolute stack of money will be. The more lowly among us will have to make do with the official Olympic cart on Game Gear - and if first impressions are anything to go by, that's no bad deal!

US Gold, who you may remember brought us the unbelievable Super Kick Off on the shrunk-down Sega, have tied up the rights to the well-known four-yearly jamboree and stuck a selection of events onto a cartridge. Try your hand at sprinting, relay, swimming, archery and more, in the hope of lifting gold for yourself and your country. We've seen an early version of the game and, if you're the sort of person who jumps through a hoop at the merest mention of multi-event sports games, then get that hoop ready! But don't start leaping yet - hang on until we Review Olympic Gold next month in gold-winning **GO!**

GAME GEAR - £TBA

Q-BERT



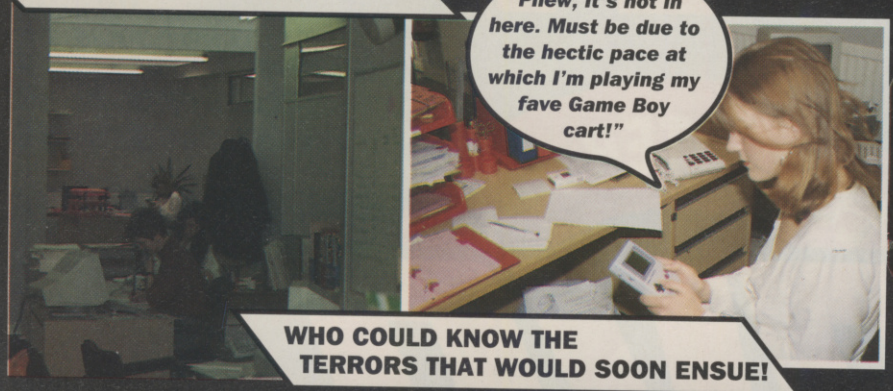
Q-Bert? Who's Q-Bert? Who indeed! You're probably a little too young to remember the feller, so here goes. Q-Bert is a strange, round chap with no arms and a massive ant-eater nose who spends his days bouncing around platforms, turning them different colours. And that's that, as they say. So what's that got to do with anything? Well, he was star of coin-op and consoles back in 1983 and the simple gameplay proved a massive hit at the time - and he's making his way onto Game Boy!

This pseudo-3D bounce 'em up has the player jumping onto the platforms in order to change their colour. Which sounds like as much fun as the Les Dennis Laughter Show. But, introduce such fiends as Bad Ball, Coily, Lefty and Righty and you're in for one frantic time. Ideas this simple usually age well - see whether this rings true for Q-Bert when it gets a **GO!** Review next month!

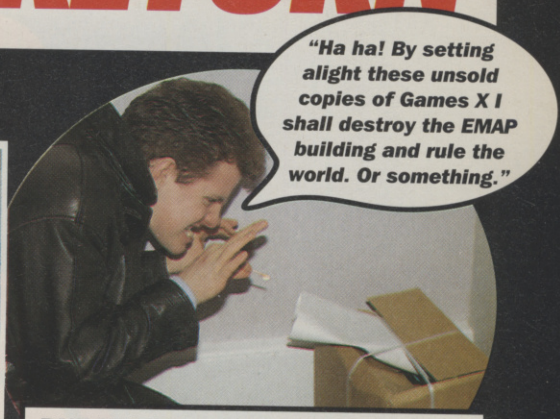
GAME BOY - £TBA

INDIANA-THE RETURN

A QUIET DAY IN GO! TOWERS...



WHO COULD KNOW THE TERRORS THAT WOULD SOON ENSUE!



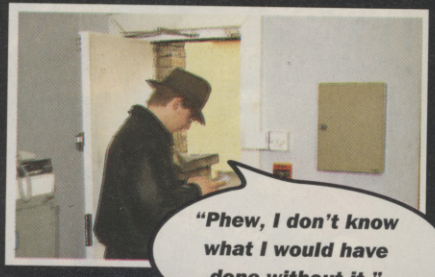
BUT THINGS WERE HOTTING UP IN A DIFFERENT WAY - BARON VON FRANKENHOFF WAS UP TO HIS OLD TRICKS!

OH NO! BUT WAIT! WHO IS THAT MASCULINE FIGURE RUSHING TO THE RESCUE OF THE LOVELY JO?

THE MAN WITH THE RAY BANS (REAL, NOT FAKE) SURVEYS THE IMPENDING TRAGEDY...

"No it's not - it's INDIANA RAND!!"

BUT...



NEXT MONTH

THRILL!
To Tiny Toon Adventures!
GASP!
When you see Batman 2!
BE AMAZED!
Over Missile Command!
ALL THIS AND MORE - NEXT ISH!

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